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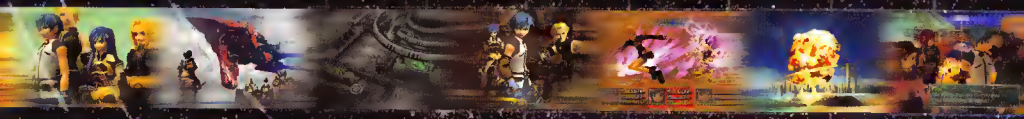

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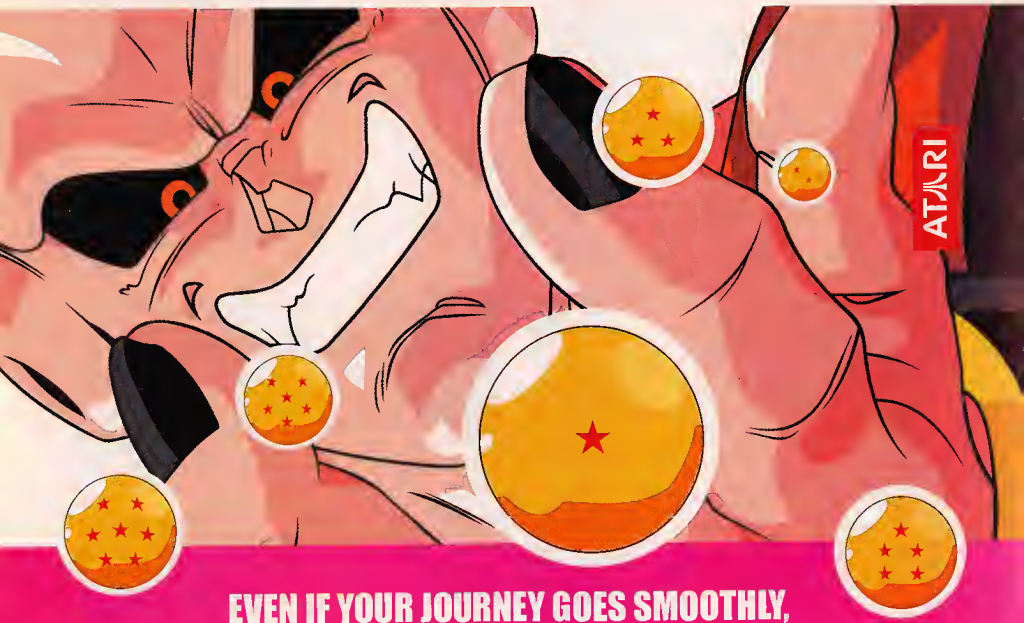


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BY GEOFF ARNOLD

# SPIDER-MAN 2

**Loosely based on the movie, *Spider-Man 2* centers around Peter Parker and his struggles as he tries to maintain balance between his true life and his secret life as a superhero. As Spider-Man, you must stop the menacing Dr. Octopus before he destroys the city of New York, but you'll also be challenged by a wide variety of other crimes and errands. The entire city is your playground, and you have the freedom to go wherever you choose, whenever you choose; from the top of the tallest skyscraper to the edge of Ellis Island, nothing is off-limits. Being a superhero is no easy task, so this strategy guide will help you along the way.**

CAN HE SWING FROM A THREAD?

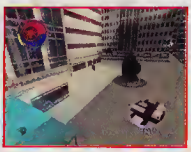
## WEB-SWINGING AND MOVEMENT 101

***Spider-Man 2* gives you the freedom to move through the city by giving you precise control over Spider-Man's speed, jumping distance, swinging angle and jumping angle while holding onto a web strand. Grabbing onto a web and swinging through the city is fairly easy, but if you want to complete some of the harder in-game missions and challenges, you'll really need to sharpen your web-swinging skills. Here are some quick tips to get you up and swinging like a real hero.**

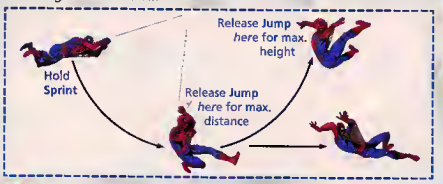
### Normal Swinging and Easy Swinging

You have the option of choosing between Normal or Easy Swinging, and you can toggle between the two at any time from the Pause menu. Easy Swinging is simple; just press the **Web Swing** button to swing from a web and let it go to hop off of the line. Normal Swinging is a bit more complex, because you'll have to press the **Jump** button to release the web line. Although Easy Swinging can get you through the city quickly on a bad day, Normal Swinging provides you with much more control over Spidey as he jumps from line to line. Completing some challenges using Easy Swinging is rather difficult, so you should probably stick with Normal Swinging due to the speed control and overall handling of Spidey.

### Speed Swinging



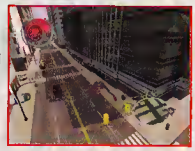
Sometimes normal web swinging just doesn't cut the mustard, and you'll need to get a little more pepper out of your swing. To perform a speed swing, press and hold the **Sprint** button just after Spidey grabs his web and starts to arc downward. As you pick up speed, simultaneously press and hold the **Jump** button to charge your jump, then release it to complete the speed swing. If you release the **Jump** button at the bottom of the swing, Spidey will sail forward very quickly; if you release the button toward the end of the swing, he will be launched much higher into the air.




### Slingshot Jump

To perform a Slingshot Jump, you must already be swinging from a single web line. While holding onto a web line, press the **Swing** button again to shoot another line; Spidey will grab one in each hand. From here, hold the **Jump** button to charge your jump and release it to perform a Slingshot Jump. The Slingshot Jump allows you to jump in any direction much further than you normally would be able to. Use this to shoot yourself high up into the air very quickly, forward or backward. Note that you can't perform this maneuver in Easy Swinging mode.

### Web Zip



To use the Web Zip technique, you will first have to purchase it from one of the Spidey Stores. While airborne, hold the **Sprint** button and press the **Web Swing** button; Spider-Man will shoot a zip line onto the nearest obstacle and pull himself along the line, giving you extended horizontal momentum. This is extremely useful when you're trying to reach an area directly in front of you and you don't have the speed to make it—simply hit the wall with the **Web Zip** line.

### Wall Sprint

Although not part of Spidey's aerobatics, the Wall Sprint is included here because it is one of the quickest ways to scale buildings. When swinging or jumping toward the side of a building, hold the **Sprint** button and press the **Evade** button to start running along the wall. Spidey will lose his momentum eventually, but you can continue all the way up to the top of a building with the following technique: Hold the **Jump** button to charge a jump and release it while you're still holding **Sprint** button, then quickly press the **Evade** button again to continue running. Spidey will briefly jump and immediately start sprinting along the wall again at full speed. You can repeat this technique as often as you like, which will allow you to scale the tallest buildings in seconds.

ACTION IS HIS REWARD

## ALL ABOUT HERO POINTS

**It's all about Hero Points in *Spider-Man 2*, and although picking up a few Hero Points here and there may seem easy at first, you'll ultimately need to put in some hard work to earn larger amounts. Some of the higher-end upgrades can cost a pretty penny, and stopping petty crime and helping citizens on the streets won't always cut it. Here are some tips to help you to beef up your Hero Points.**

### Complete Side Quests

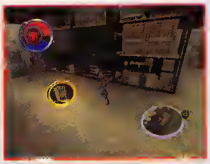
There are three types of main side quests in *Spider-Man 2*, and completing any one will give you some Hero Points. You can choose to spend your free time meeting Mary Jane for various functions, delivering pizzas or taking photographs for Robbie at the *Daily Bugle*. Each quest is divided into a specific number of missions, and each time you complete a mission, the difficulty will increase. For example, you start the Pizza side quest having to deliver only one pizza with plenty of time to do so, but by your fifth mission you will have to deliver several pizzas within a short time frame. Completing all of the missions in one specific quest will also give you an Award, which will give you even more Hero Points. Completing some of these quests may be difficult, so you might have to repeat them a few times to get a good bearing on where you are and where you need to go. Don't get discouraged if you can't complete a specific mission; find out where you need to go first and map out the most direct route to your goal.

# ALL ABOUT HERO POINTS

## Fighting Crime/Citizens in Distress

You'll probably spend a lot of your time earning Hero Points by fighting crime and helping out citizens in distress. New York City is filled with criminals and people who need help, so there are plenty of Hero Points to be had. Look for a citizen with a green question mark over his or her head, or a purple star icon on the radar or game screen. The citizens with question marks will have more complex requests for you (i.e. saving a person from falling off a building or stopping some robots that are terrorizing other citizens), while the purple star icons denote random petty crimes and children who have lost their balloons. Either way, helping a citizen with any of these situations will give you some Hero Points; the harder the task or the more enemies you fight, the more Hero Points you will receive.

## Exploration Tokens



There are four sets of Exploration Tokens in the game: Skyscraper, Buoy, Secret and Hideout. Collecting any one of these Tokens will give you a small amount of Hero Points, and collecting all of the Tokens in one set will give you an Award. Here is a breakdown of each Token set and a general idea of where to look for them:

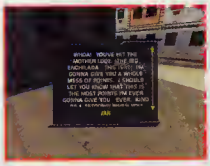
**Skyscraper Tokens (150 total)**—Skyscraper Tokens can be found on top of or near the tallest buildings in the city. Check along the sides of buildings and on top of weather vanes and towers to locate them as well.

**Buoy Tokens (130 total)**—Buoy Tokens line the outskirts of the city by the ocean; they rest on top of floating buoys. Some of them are pretty far out from the shore, so try jumping to nearby boats to reach them.

**Secret Tokens (75 total)**—Secret Tokens are the most difficult Tokens to locate in the game. Check dead-end alleys, hard-to-reach areas, fire escapes and closed-off spaces in between buildings for Secret Tokens.

**Hideout Tokens (37 total)**—Hideout Tokens are denoted by red buildings on the in-game radar. Find the entrance and look for the Token inside. Be wary when collecting Hideout Tokens, as they are usually guarded by a group of thugs.

## Hint Markers

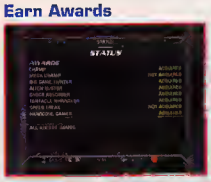


The 213 Hint Markers are clues that are scattered throughout the city, and each one has a pre-recorded voice tip from narrator Bruce Campbell. Finding and listening to each Hint Marker gives you a small amount of Hero Points, and some of the Markers even give you a one-time reward of bonus Hero Points! Accessing all of the Hint Markers gives you an Award and a small amount of additional Hero Points.

## Complete Challenges

Bored of fighting crime? Try completing some Challenges to earn a few extra Hero Points. Throughout the city are 150 different Challenges, and each one will give you a decent amount of Hero Points upon completion. Challenges include racing through specific points in the city, pole-swinging a certain number of poles, wall-sprinting a certain distance and more. All challenges are timed and are rated on difficulty (Easy, Medium, Hard and Insane), so you might want to start with the Easy Challenges first then work your way up to the Insane difficulty Challenges.

## Earn Awards



There are 40 different Awards that you can earn in *Spider-Man 2*, and each one has a specific set of obligations that needs to be fulfilled in order to earn it. Examples include completing all Photo Missions at the *Daily Bugle*, stopping a specific number of select crimes and completing everything in the game. As with the Challenges, try concentrating on some of the easier Awards first (fighting crime, delivering pizzas, etc.) and work your way up to the more difficult ones.

*CATCHES THIEVES JUST LIKE FLIES*

# FIGHTING CRIME AND COMBAT

**Fighting crime is every superhero's duty, and old Web-Head is one of the most feared crime fighters in New York City. In order to to fight crime effectively, you'll need to get a good grip on the fighting system, the combo system and some of the perks of being Spider-Man, such as Spider Senses and Reflexes.**

## The Hero Meter

The Hero Meter allows Spidey to use Spider Reflexes, so it's important to keep this filled at all times. There are several ways to fill the Hero Meter quickly, but the easiest is just by doing repeated Air Tricks as you move through the city. Air Tricks are relatively inexpensive to purchase from the Spidey Store, and doing multiple Air Tricks in between swings can fill your Meter in a matter of seconds. While in combat, you can fill your Meter even more quickly by dodging enemy attacks (see below). Dodging a few attacks will usually fill your Hero Meter up to the 70% mark, so watch for these opportunities when fighting.

## Spider Reflexes

Spider Reflexes allow you to essentially slow down time, giving you extra time to see incoming attacks and dodge them easily. With Spider Reflexes activated, you can still move and react at normal speed, giving you a serious edge in a fight. Certain combos or moves can only be used while Spider Reflexes are activated, and these moves tend to be powerful, so keep this in mind when fighting. Using Spider Reflexes consumes your Hero Meter; when it runs out, you'll snap back into normal time.

## Spider Sense/Dodging Attacks

Just before Spidey is about to get hit by an attack, his Spider Sense will warn him of danger. When this happens, you'll see a white flash around Spider-Man's head and hear a noise. Quickly press the Evade button to avoid the attack and counterattack if possible. If you practice dodging, you may eventually get good enough to defeat entire mobs of criminals without ever getting hit. When anticipating an opponent's attack, try not to prematurely press the Evade button—wait for your Spider Sense to go off first. If you press the button too early, you will more than likely [illegible] you your life. Also keep in mind that you can dodge at any time (even while swinging or sticking to walls), as long as your Spider Sense warns you of danger.

CONTINUED ON NEXT PAGE

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# FIGHTING CRIME AND COMBAT

## Combos

Spider-Man pulls his punches when fighting criminals and villains to make sure he doesn't cause permanent damage. Because of this, it may take several strikes to take down an enemy, even a weak one. This is where the combo system comes into play. You can purchase a variety of moves and combos throughout the game using Hero Points at a Spidey Store. Some combos are more damaging or more effective than others, but it's really up to your own personal style and what you think looks cool. Once of the most useful attacks to purchase is the Whirlwind Attack. This powerful attack knocks down all enemies in a 360° radius around Spidey. Try experimenting with different attacks to find out which ones suit your specific playing style.

## Disarming Opponents

Many criminals don't fight fair and will be packing pistols, machine guns and other weapons when you encounter them. When fighting a group of baddies, it's always a good idea to concentrate on the enemies that carry weapons first, since they are more likely to do the most damage. While facing an enemy with a weapon, quickly tap the Web button to shoot a web at the criminal and pull the weapon from their hands. Keep an eye on criminals that have been disarmed, though—they have a tendency to try to pick up their weapons after Spidey yanks them away.

## Immobilizing Opponents

Along with disarming criminals, this may be the most useful technique that you can use. There are two ways to tie up enemies so that they cannot attack: the Web Tie and Impact Webbing. To Web Tie an enemy, face the enemy and hold the **Web** button. Spidey will shoot out massive amounts of webbing to envelop his opponent in a cocoon. At first, Spider-Man can only tie up one enemy at a time, but as you progress through the game, you will be able to purchase upgrades that allow you to Web Tie up to four enemies. Using the Web Tie technique is inconsistent at best, as many of the later enemies will simply dodge the attack. To use Impact Webbing, face an enemy while holding **Sprint** and press the **Web** button; Spidey will shoot a glob of web fluid at the enemy which will tie them up and momentarily incapacitate them. Unlike the Web Tie technique, enemies can't dodge Impact Webbing, so it's safe to use on multiple enemies one after another. You can also use Impact Webbing while jumping; simultaneously jumping and using Impact Webbing is a great way to avoid attacks and incapacitate your enemy at the same time. Note that Impact Webbing and Web Ties do not work on bigger enemies such as robots, armor-wearing thugs and bosses such as Rhino and Shocker.

## Upgrade Info

*Spider-Man 2* introduces an extremely dynamic and interesting upgrading system to enhance Spidey's powers throughout the game. By earning Hero Points, Web-Head is able to purchase many upgrades to not only his innate abilities (such as wall-running, or his web-swinging speed) but also to the moves and combos that he is able to perform in combat. Upgrades can only be purchased at one of the Spidey Stores, which can be found by looking for the green "$" icons located throughout the city. You are only able to unlock certain abilities when you reach certain chapters, so here is a handy chart to help you if you are looking for something specific to add to your skills.

| Upgrade | Available in | Cost | Prerequisite |
|---|---|---|---|
| Swing Speed Level 1 | Chapter 2 | 50 HP | None |
| Swing Speed Level 2 | Chapter 3 | 1,000 HP | Swing Speed Level 1 |
| Slingshot Jump | Chapter 3 | 600 HP | None |
| Web Zip | Chapter 3 | 1,000 HP | None |
| Grapple | Chapter 3 | 750 HP | None |
| Air Jump Off Kick | Chapter 4 | 1,000 HP | None |
| Cannonball Kick | Chapter 4 | 500 HP | None |
| Multi-Web Tie Level 1 | Chapter 4 | 1,500 HP | None |
| Air Trick—The Inverted Widow | Chapter 4 | 250 HP | None |
| Air Trick—Super Fly Spider Guy | Chapter 4 | 250 HP | None |
| Yank Behind | Chapter 5 | 500 HP | None |
| Rising Knee Kick | Chapter 5 | 1,000 HP | None |
| Earth Breaker Punch | Chapter 5 | 1,250 HP | None |
| Level 3 Air Combo | Chapter 5 | 1,000 HP | None |
| Launch Kick | Chapter 5 | 750 HP | None |
| Swing Speed Level 3 | Chapter 6 | 1,250 HP | Swing Speed Level 2 |
| Dizzy Strike | Chapter 6 | 1,000 HP | None |
| Swing Speed Level 4 | Chapter 7 | 1,500 HP | Swing Speed Level 3 |
| The Hero Punch | Chapter 7 | 1,250 HP | None |
| Multi-Web Tie Level 2 | Chapter 7 | 2,000 HP | Multi-Web Tie Level 1 |
| Wallsprint Duration Upgrade 1 | Chapter 7 | 1,000 HP | None |
| Interceptor Kick | Chapter 8 | 1,000 HP | None |
| Level 4 Air Combo | Chapter 8 | 2,000 HP | Level 3 Air Combo |
| Air Trick—Daddy Long Legs | Chapter 8 | 250 HP | Air Trick—The Inverted Widow |
| Air Trick—The Web Freak Tango | Chapter 8 | 250 HP | Air Trick—Super Fly Spider Guy |
| Swing Speed Level 5 | Chapter 9 | 2,000 HP | Swing Speed Level 4 |
| Multiweb Hammer | Chapter 9 | 1,500 HP | None |
| Jaw Launcher | Chapter 9 | 1,000 HP | Can only be done in Spider Reflex Mode |
| Air Pile Driver | Chapter 9 | 1,250 HP | Grapple |



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| Upgrade | Available in | Cost | Prerequisite |
|---|---|---|---|
| Multi-Web Tie Level 3 | Chapter 9 | 2,000 HP | Multi-Web Tie Level 2 |
| Double Heel Kick | Chapter 10 | 1,000 HP | Dizzy Strike.7S |
| Stair Step Kicks Combo | Chapter 10 | 1,250 HP | Jaw Launcher, can only be done in Spider Reflex Mode |
| Whirlwind Kick | Chapter 10 | 3,000 HP | None |
| Air Web Slam | Chapter 10 | 1,500 HP | Grapple |
| Air Trick—The Spinnaret | Chapter 10 | 500 HP | Air Trick—Daddy Long Legs |
| Air Trick—Manhattan Web Roll | Chapter 10 | 500 HP | Air Trick—The Web Freak Tango |
| Web Hanger | Chapter 11 | 2,500 HP | None |
| Super Web | Chapter 11 | 1,500 HP | None |
| Air Trick—The Rolling Reporter | Chapter 12 | 1,000 HP | Air Trick—The Spinnaret |
| Swing Speed Level 6 | Chapter 13 | 5,000 HP | Swing Speed Level 5 |
| Rising Shoulder Charge | Chapter 13 | 2,500 HP | None |
| Spider Missile | Chapter 13 | 1,500 HP | None |
| Air Trick—Webtastic 360 | Chapter 14 | 1,500 HP | Air Trick—The Rolling Reporter |
| Air Trick—The Poison Pike | Chapter 15 | 2,000 HP | Air Trick—Webtastic 360 |
| Swing Speed Level 7 | Chapter 16 | 20,000 HP | Swing Speed Level 6 |
| Unlock Fight Arena | Chapter 16 | 5,000 HP | None |
| Unlock Movie Theater | Chapter 16 | 1,000 HP | None |
| Swing Speed Level 8 | Chapter 17 | 50,000 HP | Swing Speed Level 7 |

WHEREVER THERE'S A HANG-UP

# CHAPTER 1-17 WALKTHROUGH

**This section serves as a step-by-step guide on how to accomplish each chapter's main goals. Since the world of *Spider-Man 2* is so large, we won't be covering any of the optional Missions or side quests in the game—we'll leave that up to you!**

## CHAPTER 1: WHAT MIGHT HAVE BEEN

**Goal: Learn the Basics**

• Chapter 1 serves as the game's tutorial, where the narrator walks you through a series of events that familiarize you with the game. Learn how to jump, wall climb and navigate your way to a specific location by use of the map and your on-screen indicators to complete the tutorial. Note: You can skip the first two chapters if you wish by accessing the Change icon on top of the building where you start.

## CHAPTER 2: A DAY IN THE LIFE

**Goal: Fight Crime**

• After the narrator takes a brief break, he will point you in the direction of some evildoers. Chase the car down and approach the vehicle to trigger a fight scene. Defeat all of the enemies and hightail it back to the arcade.

**Goal: Buy Swing Speed Upgrade From Store**

• Check your map to locate the nearest Spidey Store (look for the "$" icon) and swing on over. Purchase the Swing Speed Level 1 upgrade for the low, low price of 50 Hero Points.

## CHAPTER 3: PUNCTUALITY IS THE THIEF OF TIME

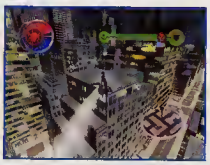
**Goal: Go to Pizza Parlor**

• After the cutscene introducing Dr. Otto Octavius, you will be reminded of the fact that Peter Parker actually has a normal life. Not only is he late for school, but he also has a job to do: deliver pizzas. Swing over to the Morningside area, stopping some crooks on the way. Recover the briefcase from the crooks, return it to the proper owner and meet Dr. Connors at the school.

• From here you will be reminded to check your To-Do List; jet over to the pizza parlor A.S.A.P.!

**Goal: Earn 2,000 More Hero Points**

• As soon as you are given the lowdown on how to earn Hero Points, Peter will let you know that he is late for a meeting with Harry and Mary Jane. Zip over to Midtown and meet them outside of the theater.

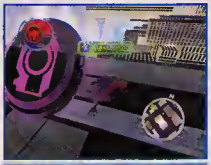


After dinner, head toward one of the green "?" icons—these represent citizens in need of Spidey's help or potential spots for random acts of crime. Help some people out to get the necessary Hero Points.

• After swinging around for a bit and earning Hero Points, Spidey will tell you that he is supposed to meet Mary Jane across town. Follow the on-screen icon to reach Mary Jane's location in Chelsea.

• After Peter talks to Mary Jane, he will be alerted to some foul play inside the nearby art gallery. Foil the art theft and meet Black Cat near the roof. After a brief conversation with her, she will depart and you'll have to follow her along the rooftops. Keep close to her to and don't let her get too far ahead. After catching her, you will receive some Hero Points and complete the chapter.

## CHAPTER 4: ALL IN A DAY'S WORK



**Goal: Talk to Jameson at the *Daily Bugle***

• Follow the on-screen icon to reach the *Daily Bugle*. Go to the top of the building, change into your street clothes and drop into the bathroom. Talk to Betty outside of J.J.J.'s office and she will let you in. After your conversation with Jameson, city editor Joseph "Robbie" Robertson will ask you to take some pictures of the city. Follow the coordinates, take the photos and return them to Jameson for some Hero Points.

• As soon as you leave the *Daily Bugle*, you will get jumped by Rhino. As in the comic book, Rhino is tough but he isn't very bright. He has two types of attacks: a battering-ram charge and an attack where he uses the item he's carrying as a makeshift bat. Wait for your Spider Sense to tingle and dodge Rhino's attacks, then batter him with a flurry of punches before he can recover.

**Goal: Buy Level 2 Swing Upgrade From Store**

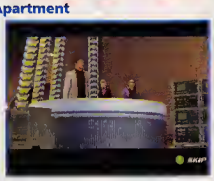
• After the encounter with Rhino and Jameson's task, you should be able to head down to the local store and pick up Swing Speed Level 2 for a cool 1,000 Hero Points.

**Goal: Earn 3,000 More Hero Points**

• You'll earn Hero Points for finishing Jameson's task, beating Rhino and possibly locating some Skyscraper Tokens. If all else fails, help out some citizens to earn some extra Hero Points. You are a superhero, after all.

## CHAPTER 5: A MEETING OF THE MINDS

**Goal: Go to Doctor Octavius' Apartment**



• Doctor Octavius lives in a large penthouse just north of Central Park. Swing over to pay him a visit and check up on his experimentation with fusion.

**Goal: Buy Grapple Attack Upgrade From Store**

• The Grapple Attack, a very useful combat upgrade, can be purchased from any store for 750 HP. While at the store, it might be a good idea for you to buy any other upgrades that you need. There are about 15 upgrades available at this point, so try to purchase some that you might find useful to your particular playing style.

**Goal: Earn 2,000 More Hero Points**

• If you're running low on Hero Points, try delivering some pizzas; you can earn an easy 100 Hero Points for every pizza you deliver successfully.

## CHAPTER 6: CAT AND MOUSE

**Goal: Find the Five Photo Op Tokens**

• There are five Photo Op Tokens scattered around the Greenwich Village area. Follow the yellow on-screen icons to locate each one. You can collect them in any order, but you must collect them all.

• After collecting the Photo Op Tokens, Black Cat will show up again. Follow her through the city and make sure that she doesn't stray too far ahead. After tailing her for a bit, you will catch her and confront her about the jewelry store theft that occurred.

**Goal: Go to Mary Jane's Apartment**

• Mary Jane's apartment is located in central Greenwich Village, near the west part of the district. When you reach her apartment, you find a note that tells you to meet her at the movie theater. Quickly swing over to the northeast section of Greenwich Village to meet M.J. at the theater before time runs out.

**Goal: Buy Level 3 Swing Upgrade From Store**

• At any time during Chapter 6, stop by one of the Spidey Stores and pick up the Swing Speed Level 3 upgrade for 1,250 Hero Points. Try to complete the Photo Op Tokens task first; you get a cool 1,000 Hero Points for collecting all Tokens.

**Goal: Earn 2,000 More Hero Points**

• After completing the the "Photo Op Token" task and the "Mary Jane's Apartment" task, you should be about 400 Hero Points away from 2,000. Help some people around Greenwich Village to earn the rest.

## CHAPTER 7: PRIDE AND PREJUDICE

**Goal: Talk to Jameson at the Daily Bugle**

• Jameson has an assignment for you this time around. He wants you to get down to the Sports Arena to take some pictures of Spider-Man. Quentin Beck is trying to prove that Spidey is a fake and has challenged him to a duel. The duel is more of a mini-game, where Spider-Man has to grab criminals and deposit them into a container cell. Use the Grapple upgrade to grab the enemies, then carry them down into the green lit container cell to score a point. Outscore Beck over three consecutive rounds to win the first duel. In the second duel you'll have to maneuver through a crazy obstacle course while Beck is shooting non-lethal laser cannon shots at you. Carefully make your way through the obstacle course, using the walls as shields from the laser fire, and hit each switch one by one. After hitting a switch, the platform will take you to the next part of the obstacle course. Press all of the switches to defeat Beck once and for all.

**Goal: Earn 3,000 More Hero Points**

• Defeating Beck helps with with this goal by adding 1,500 Hero Points, but you're probably still a little short. Try talking to Robbie to pick up a quick mission and 750 Hero Points, then go back to delivering pizzas or fighting crime for the rest. If you're really hard up for Hero Points, try visiting Mary Jane's apartment in Soho—she might ask you to meet her for dinner, which is worth 500 Hero Points.

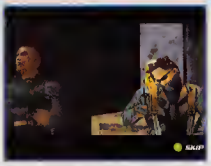
## CHAPTER 8: SUGAR AND SPICE

**Goal: Go to Doctor Octavius' Apartment**

• It's time to pay another visit to Dr. Octavius. Pete is starting to get a bit skeptical about how Octavius will control the fusion generator's power, and you agree to meet him for dinner in order to discuss his plans.

• Just after your meeting with the Doctor, you remember that you were supposed to meet Mary Jane at the theater to watch her perform in a play. Quickly web your way over to the Flat Iron area. As you near your destination, trouble emerges in the form of a heist across town. Swing over to the crime area to investigate and stop the theft from taking place. When you finish, head back to the theater and wait for Mary Jane.

• Black Cat shows up again at this point and offers to show you the way to a big-time art thieves' hideout. Follow her through the city and beat down the mob at the warehouse with Cat's help.



**Goal: Buy Level 4 Swing Upgrade From Store**

• After you start Chapter 8, the Swing Speed Level 4 Upgrade can be purchased. Save up 1,500 Hero Points and buy it from one of the local comic book stores.

**Goal: Earn 3,000 More Hero Points**

• By now you should be getting the hang of how to earn Hero Points. Remember that collecting Tokens, visiting Mary Jane and delivering pizzas can all reward you with extra Hero Points. If all else fails, resort to fighting crime whenever possible.

## CHAPTER 9: WHEN ALIENS ATTACK

**Goal: Talk to Jameson at the *Daily Bugle***

• Head back over the *Bugle* and talk to Jonah. He tells you that there is a news conference going on downtown and that he needs you to cover it. Don your Spidey duds and swing over to the Civic Center downtown.

• As you walk into the conference, you discover that your old pal, Quentin Beck has shown up and is causing major havoc in his new guise as Mysterio. You'll need to rescue six civilians and move them safely to the balcony by the entrance to complete this task. There are two civilians in the upper balconies; the rest are on the stage next to the Mysterio hologram. Avoid falling into the flames below and watch out for laser blasts from Mysterio's flying saucer entourage.

Once you have safely rescued all of the innocents, you'll need to bring the fight to Mysterio's saucers. Jump toward them and pummel them with repeated punches in the air, moving from saucer to saucer and defeating them one at a time.

• You aren't home free just yet; Mysterio has plans to destroy the Statue of Liberty, and Spidey is the only one who can stop him! Make your way over toward Liberty Island, use the last of Mysterio's saucers as sticking points for your webs and sling over to Lady Liberty. You'll need to destroy the eight orbs that power the shield surrounding the Statue. Jump up and web one of the lower saucers around the statue; this will cause it to rise in the air. Once at its maximum height, jump off and web onto the infrastructure connecting the orbs. Swing around the Statue and destroy each orb with a barrage of punches in the air, one by one. After destroying an orb, immediately shoot another web onto the infrastructure and use it to make your way to the next orb. After all the orbs have been destroyed, head for the top of the statue and defeat the brain that is controlling the shield.

• After dealing with Mysterio, hightail it back to the other side of town and Mysterio's "hidden" hideout (his apartment). Look for a secret switch that conceals an elevator behind the bookcase, then take the elevator down to Mysterio's funhouse.

• Make your way through the funhouse, destroying Mysterio's Hop-N-Hacks along the way. In the second main area, you'll find yourself in a room filled with mirrors. Approaching a mirror will send a Spidey clone after you. Defeat the clones one by one and walk around the room breaking mirrors until you locate the exit. Leave Mysterio's apartment to earn an extra 2,000 HP and complete Chapter 9.

## CHAPTER 10: WHEN GOOD MEN GO BAD

**Goal: Buy Level 5 Swing Upgrade From Store**

• You should have a good collection of Hero Points by now, and upon starting Chapter 9 the Speed Swing Level 5 Upgrade can be picked up for a mere 2,000 Hero Points. If you haven't got it yet, go ahead and buy it now.

**Goal: Earn 3,000 More Hero Points**

• This is where things start to get a little tough. Since there aren't any other tasks to do that give you a lot of Hero Points, you might want to attempt some of the easier Challenges, meeting with M.J. or delivering some more pizzas.

• After trying to earn some Hero Points for a bit, you'll be reminded that you are supposed to attend Dr. Octavius' presentation. Swing back over to the Central Park area and to the Doctor's abode. After the Doc's presentation ends, you will be responsible for destroying the power generators that control the fusion device. There are four generators, and although you can destroy them in one hit, you may have trouble getting close to them. The fusion device has a pulsating plasma ring that severely damages you if you get hit. Watch the pulse's pattern, and wait to move from one generator to another. When the

## CHAPTER 10: WHEN GOOD MEN GO BAD CONTINUED

coast is clear, jump and quickly Web Zip over to another generator. After destroying each generator, the plasma pulse varies, so be sure that you have the timing down before moving on to the next generator. If you see your Spider Sense act up, quickly tap the **Evade** button to avoid a plasma blast from the fusion core. Destroying the mechanism will earn you a much-needed 1,500 Hero Points.

• After earning your 3,000 Hero Points, Peter will remind himself that he is late for class...again. Zip on over to the Morningside area; you'll be jumped by some robots on the way. Take them out with some fancy flying combat, then continue on to school. After meeting with Dr. Connors, you'll need to head over to the *Bugle* to see if you can find out what's going on with Dr. Octavius.

## CHAPTER 11: THE UNDERWORLD OF CRIME

### Goal: Meet Aunt May at the Bank

• From the *Daily Bugle*, swing over to the Upper East Side and meet up with Aunt May outside of the bank. As you discuss the terms of her loan with one of the bank's staff, Dr. Octopus shows up and tries to rob the bank. When the battle starts, ignore Doc Ock at first; the real problem are the goons that he brings with him. Doc Ock can't really hurt you with his tentacles, but his lackeys are packing pistols and rockets, so be sure to take care of them first. Once they have been disposed of, lock onto Octavius and pummel him with hits in the air. Occasionally, Doc Ock will grab you with a tentacle and throw you across the room in an attempt to keep you away. Shrug off his attacks and continue punching him until he gives up.

• After the battle with Octavius, he'll snatch up Aunt May, run up to the rooftop and try to escape in a helicopter. You must now follow them through the city as Octavius makes his escape. Your objective is to attach a web to the helicopter. Quickly jump down from the building and web your way through the streets while trying to position yourself under the chopper as it flies above. After you have shot it with a web, hang on to the strand until the helicopter reaches the area near Manhattan Village.

• As soon as the Doctor drops off Aunt May, you will have to race a train to save her. Simply sprint down the tracks and get to her before the train does to keep her from kicking the bucket.

### Goal: Earn 4,000 More Hero Points

• You get a sizable amount of Hero Points (1,800) for defeating Doc Ock and saving Aunt May, so earning the rest shouldn't be too tough. And as you know, New Yorkers are so jaded that they never think twice about the fact that Spider-Man is delivering pizza.

## CHAPTER 12: SHOCKING DEVELOPMENTS

### Goal: Go to Your Apartment

• Peter's apartment is near the southwest part of West Village, so swing over to that area. After reaching your apartment and checking your messages, you find out that Jameson needs you to cover his son's charity event. Leave your apartment and go to Gramercy to cover the event.

• After John Jameson's "special" announcement, Black Cat shows up once again. She claims to know where to find Shocker, but you'll need to keep up in order to get on her good side. Follow her along the rooftops to the Lower East Side and a warehouse by the water.

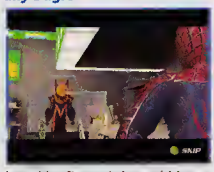
• Make your way through the storeroom and into the large interior of the warehouse. You'll see Shocker inside, and after a witty exchange of dialogue, you will have to fight him. Shocker isn't too tough, but he does have some very damaging attacks. He likes to move around the warehouse a lot, so the best way to keep up with him is by pressing Down on the D-pad to lock on to him. Get close and hit him with a few punches or attacks; Shocker will slowly start to glow as he begins to build up his power. You'll want to run and find a nice corner to hide in at this point, as Shocker will release a gigantic, expanding energy blast that can reduce your health by almost 50%. After avoiding the blast, lock on to Shocker again and repeat the process. After a few minutes, Shocker will call in some goons for backup; either let Black Cat take them out or take care of them yourself (for a few extra Hero Points). Continue using a hit-and-run pattern with Shocker to defeat him.

### Goal: Earn 4,000 More Hero Points

• You pick up 800 Hero Points by following Black Cat to Shocker's hideout, and you get another 1,500 for beating him. Since you have some good swinging experience under your belt, try completing a few of the Challenges to earn the extra Hero Points.

## CHAPTER 13: CLEANING THE SLATE

**Goal: Talk to Jameson at the *Daily Bugle***



• Head back over to Flat Iron and to the *Bugle*. Talk to Jameson and he will give you an assignment to take a picture of a dignitary who is coming into town. From the *Bugle*, web your way over to Gramercy.

• On the way through Midtown, you'll hear a distress call for help from a man on the streets. Apparently, Mysterio needs some cash and he figured that robbing a convenience store would be the best way to get it. Put a stop to his crime and take his picture for the *Bugle*, then return and deliver the photos to Jonah.

• At this point, Peter becomes fed up with Jameson tarnishing his reputation, so pay J.J.J. a visit at the *Daily Bugle*. Black Cat shows up on top of the roof to give you a pep talk, and tells you that she knows where Shocker has been hiding out. Follow her along the rooftops once again; you will encounter some of Shocker's lackeys on the way. Continue following Black Cat to Roosevelt Island and to an old Oscorp warehouse.

• Make your way through the warehouse and confront Shocker for the second time. Shocker is a bit tougher this time, and defeating him will take longer. When the battle starts, Shocker will be covered by an electromagnetic field which makes him invulnerable. While the shield is raised, he will stand in the center of the warehouse and fire electric blasts at you from above. Avoid the attacks using the **Evade** button, and instead of attacking him, wait for Black Cat to shut down one of the generators on the catwalk above. When she does, she will ask you to shut down the opposite generator; this will momentarily lower Shocker's shield and make him vulnerable to attack. Hit him, then back off when he fires his energy blast, just as you did in the previous battle. After sustaining some damage, Shocker will restore his electromagnetic field. Work with Black Cat to shut the shield down again and lock on to Shocker once more to get a bead on his location. Batter him with attacks, avoid his energy blast and repeat the process to defeat him.

**Goal: Earn 4,000 More Hero Points**

• For defeating Mysterio and delivering the pictures to Jameson, you score 800 HP, and you earn another 250 HP on top of that for earning the Alien Buster award. After defeating Shocker you receive a whopping 2,000 HP; try to pick up the rest by doing some crime-fighting.

## CHAPTER 14: BURNING BRIDGES

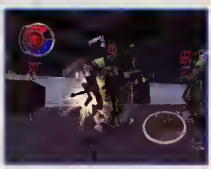
**Goal: Earn 3,000 More Hero Points**

• As soon as the battle with Shocker ends, leave the warehouse as quickly as possible. Mary Jane's play is starting and you'll only have five minutes to make it back over to Midtown. Swing, wall-crawl and jump as fast as you can to reach M.J.'s play within the time limit.

• Even though you miss Mary Jane's play, you'll still be in time to save her from getting robbed by a bunch of goons. Play the role of hero and serve a beatdown to her would-be muggers to pick up some Hero Points.

• Spidey is supposed to meet Black Cat for a late-night rendezvous, and she's waiting for you in Midtown. Sling over to that area and meet her atop the large skyscraper opposite the Empire State Building.

• Black Cat says she has something to take your mind off of your problems, so race her over to a warehouse in the Garment District. Apparently there is some sort of arms sale going down, so you and Cat take it upon yourselves to stop the crime. There are several criminals here that you'll have to fight, and two of them are wearing armored robot-like suits with heavy firepower. You'll want to take these guys out first, since they do the most damage. The easiest way to defeat them is by jumping over them and attacking them from behind; if you stand in front of them, you're liable to eat some machine gun fire or rockets that will reduce your health by 70% or more. Try activating your Spider Reflexes during the battle to make things a bit easier. Once the armored thugs have been taken care of, move on to the normal bad guys.



• You receive 1,500 Hero Points for stopping the arms deal, and after your self-discussion you should consult Black Cat for some advice on juggling your separate lives. Meet her on the Lower West Side.

• Web your way over to Mary Jane's apartment in Soho next and tell her how you feel, then wait for the cutscene with Doc Ock and Harry.

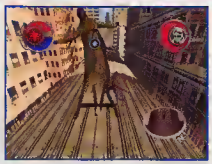
## CHAPTER 15: TO SAVE THE CITY

**Goal: Go to Your Apartment**

• Head over to the West Village and to Peter's apartment. While checking your messages, you'll hear one from M.J. telling you to meet her so that you can talk. You'll only have 1:45 to get to the diner near the Empire State Building, so you'll have to travel fast.

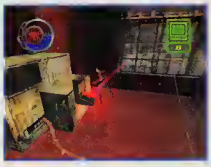
• After Doc Ock shows up and ruins your lunch, head over to El Barrio and meet Doc Ock near the southeast side of the neighborhood.

• Follow him along the train tracks to the Upper East Side and prepare for a fight. The key to beating Doc Ock here is having fast reflexes. Activate your Spider Reflexes and wait for Octavius to strike at you with one of his mechanical arms. Dodge the arm with the **Evade** button, then quickly tap the **Web** button to tie the arm down. Repeat the process with the rest of his arms and the Doctor will become temporarily incapacitated. Turn off your Spider Reflexes and use combos on him until he frees him-

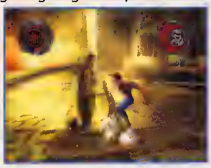


## CHAPTER 15: TO SAVE THE CITY CONTINUED

self, then back off and wait for him to attack with one of his mechanical arms again. Repeat this process to defeat Doc Ock with little trouble.



• When the cutscenes are finished, you'll have 45 seconds to find Doc Ock's abandoned warehouse by the pier. Once inside, you will face Doc Ock and dismantle his fusion device once again. This is the most difficult fight so far; you not only have to avoid getting caught and pummeled by Octavius, but you also have to avoid getting hit by spherical bursts of plasma from the generator as well. There are nine generators that need to be shut down in order to stop the fusion device: four on the middle level, three on the same level as the reactor, one underneath the bottom floor above the water (look in the far corner), and one on the wall just above the middle level. Shutting them all down will lower Doc Ock's energy shield, allowing him to take damage. When Ock gets close, dodge his mechanical tentacles as before and web them to the floor. When he is immobile, attack him with multi-hit combos to drain his energy.



There is a pattern that you can use to defeat Doc Ock rather easily; he isn't too fast on his "feet," so you can use this to your advantage. Stand on a level platform in a corner near one of the generators and wait for him to come close. When he approaches, activate your Spider Reflexes and use them to dodge his attacks and web his tentacles. Quickly switch off your Spider Reflexes and hit him with a small combo, then quickly move to another platform. This will give you time to recover your Hero Meter (by performing Air Tricks while jumping to the next platform) and to avoid getting caught in multiple attacks by Octavius. Use the four middle platforms just above the fusion generator as fighting points and employ this hit-and-run tactic to defeat Doc Ock easily.

## CHAPTER 16: THE FIRST DAY OF THE REST OF YOUR LIFE

**Goal: Earn 50,000 Hero Points**

• After beating the game, you can continue where you left off and perform any tasks that you have not yet completed (or purchase any Upgrades that you have not yet acquired). Earning an additional 50,000 HP might seem tough, but you have many ways to do this. Try collecting all of the Skyscraper, Buoy, Hideout and Secret Tokens to earn upwards of 25,000 HP, and complete some of the Missions to earn even more. You can even go back and complete all of the Pizza Delivery, Mary Jane and Photo Op missions to earn even more Hero Points and Awards.

## CHAPTER 17: THE SECOND DAY OF THE REST OF YOUR LIFE

**Goal: Earn 50,000 Hero Points**

• Thought you had finished, huh? Think again! Your only goal here should be to purchase the final Swing Speed upgrade from the Spidey store for the small amount of 50,000 Hero Points. Once you've done that, you should be able to complete most of the Challenges without too much difficulty.

**YOU'LL FIND THE SPIDER-MAN!**

## TIDBITS AND SECRETS

**We didn't find any real secrets or unlockable items in *Spider-Man 2* other than some interesting Easter Eggs and locations. We also dug up a pretty handy cheat code that you won't want to miss!**

### The Movie Theatre

After reaching Chapter 16, you will be able to purchase the Movie Theatre for 1,000 Hero Points. Doing so will allow you to view all of the in-game movies and cinematics. Look for the Movie Theatre to the southeast of Greenwich Village.

### The Fight Arena

Also available after reaching Chapter 16, you can pick up the Fight Arena at the Spidey Store for 5,000 Hero Points. Look for the Fight Arena in the same location as the battle with Shocker—an abandoned warehouse near the waterfront in the Lower East Side. The Fight Arena is basically an endurance match; you'll fight wave after wave of opponents. The sole purpose: to find out how tough you really are.

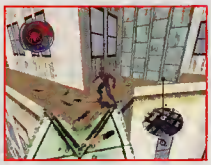
### The Arcade

The Arcade is located in the Lower West Side directly southwest of the Spidey store and southeast from the Pizza Parlor. There are four playable games inside, but only one is unlocked by default: "Dodge Hall." To unlock the rest of the arcade games, you'll have to beat them in succession, starting with Dodge Hall. Although you don't get anything special for unlocking and beating the arcade games, playing them will teach you some of the advanced combat techniques that Spidey can use.

| Game | How to Unlock |
|---|---|
| Dodge Hall | Unlocked by Default |
| Directional Attack | Complete Dodge Hall Arcade Game |
| Web Attack | Complete Directional Attack Arcade Game |
| Air Combo | Complete Web Attack Game |

## TIDBITS AND SECRETS CONTINUED

### Vulture's Feathers



Remember the epic battle with the Vulture in the first *Spider-Man* game that took place on top of the Chrysler Building near downtown? If you head back to that same building (look for the tallest building just opposite of the Empire State Building) and check the ledges, you'll see some large feathers that look like they could be from the Vulture's costume....

### World Trade Center Memorial

Activision and the game's developer, Treyarch, took great care and a lot of time reproducing New York City, and they even included the bright beams of light from the Twin Towers Memorial. You can find it in between the FC and Financial districts, just east of the FC district. It's not very easy to see, though, so try looking for it at night.

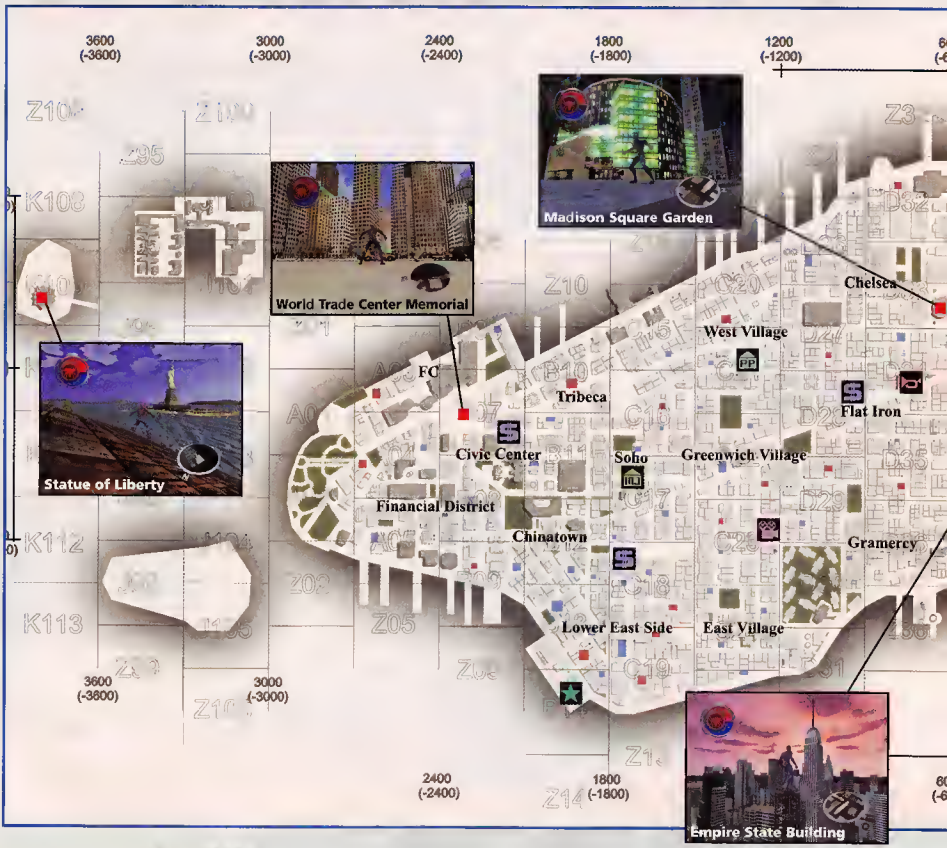
TAKE A LOOK OVERHEAD

## THE NEW YORK CITY MAP

*Spider-Man 2* takes place in New York City—not just parts of the city, but the ENTIRE city of New York. New York City is split up into 28 separate districts, each with its own distinct look and landmarks. Being able to travel quickly from one side of the city to the other and getting familiar with each district's landmarks should be your main goal, so we're including this handy map to help you.

### Important Locations

- The *Daily Bugle*
- Pizza Parlor
- Mary Jane's Apartment
- Peter's Apartment
- Movie Theatre
- Fight Arena
- Arcade
- Spidey Stores



# TIDBITS AND SECRETS

## Activision Sign

If you check the central part of the Theater District, you'll see a giant black building with the Activision logo on it. There isn't anything going on here, unfortunately, but you can also locate a building just down the street with a massive Treyarch logo. Who knew they had offices downtown?

## Ellis Island/Liberty Island

There are a couple of Challenges and Tokens to be found on Ellis Island and Liberty Island, and the only way to reach them is by standing on top of one of the buildings near the coast and attaching a web to a helicopter and hitching a ride. There are several helicopters that patrol this area, so be sure to latch on to the one that actually flies close enough to reach Ellis Island.

## Cheat Code

At any time during gameplay, pause the game, enter the Save/Load menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRAYERT" as your name and select "Enter;" you'll see the name disappear. Now simply press B to back out of the "Enter Name" screen and unpause; you'll warp directly to Chapter 16 with at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game without a save file present. Entering the code repeatedly will allow you to rack up additional Hero Points; they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your "Status" screen, but they'll be there when you enter a Spidey Store.

# STAR OCEAN Till the End of Time

## Part One

by Charlotte Chen

**When Square Enix and tri-Ace say "Till the End of Time," they must be referring to the estimated time when you'll finish the game. It's that long. My hands and thumbs are about to fall off, but somehow I've managed to put together a basic walkthrough for you. *Note: You must use the PlayStation 2's DualShock 2 analog controller (or an equivalent), since the game responds to analog inputs (i.e. pressing a button hard or soft).***

## SIDE QUESTS

There are many side quests that I did not have room for in this issue. These will be discussed at length next month. For now, here are some highlights. Some of the details may not make sense to you right away, but the only one that you need to pay attention to throughout the game is the first one, because it depends on actions you need to perform at a specific time in the game.

### 1. Ruddle the Traveler and Rumina the Tomboy/Izak Side Quest

This is just one of many side quests, but it's probably one of the most important. If you do it, then you'll be able to buy very good items from them near the end of the game, and you'll also get one of the items you need to recruit the best machinist in the game, who is never officially announced. There are three parts to this. First, go to Peterny after you've saved Ameena, but before the war begins. They'll be staying in one of the rooms in the inn. Go up to them and tell them to go south. After this, go to Arlas and talk to them in the inn there. Tell them to go northwest. Finally, go to Airyglyph and look for them in the inn again. Tell them they already passed Kirsla. Go back to Kirsla and find them in the bar. Buy the Blueprints from Rumina. If you want Izak, you need to have the Blueprints and the AI Program (you'll get it very late in the game), and you must have recruited the following inventors: Meryl (she needs the Dremela's Tool Set, which you can find in a treasure chest in the Sphere Company), Dejison (he needs the Ultimate Destruction Unit, which you can make using Fayt, Cliff and Maria through the Machinery skill) and Vanilla (who needs 30,000 fol). With all these factors complete, check the broken machine in Surferio and you'll get Izak.

### 2. Key Inventors/Inventions

**Ansala**—The best Alchemist in the game. He's in the northeast room of the first floor in Castle Aquaria, and will sign up with you if you give him the Philosopher's Stone. You can only get him after re-entering the Eternal Sphere on Disc 2. Also, the Philosopher's Stone must be created with Eliza or Peppita. The fastest creation is with Eliza, Mackwell and Misty Lear (make an Original Creation with a cost of about 12).

**Puffy**—The second best Compounder in the game, and the only one from *Star Ocean 2* that appears. You have to complete the Maze of Tribulations and give her the Experimental Remedy (she'll appear throughout the Maze). This dungeon only appears after you beat the game once and save the clear data. The Experimental Remedy itself is on the second floor of the Maze.

**Boots of Prowess: Invented by Chilico (Crafting)**—Probably the best accessory in the game. The line should include Chilico, Aqua & Evia, Peppita or Chilico, Stanice, Maria with a cost of about 2,728.

**Veinslay: Invented by Gusto or Boyd (Smithing)**—An excellent sword for Fayt with an attack of 900. The line should be Cliff, Lias, Gusto, or Boyd, Maria, Sophia, or Boyd, Gusto, Lias with a cost of about 472.

### 3. Battle Trophies #46, 130 and 295

**Battle Trophy #46: Win by Freezing All**—You have to win while all your party members are frozen. Since this means "Game Over" in the regular game, you can only get this trophy while in the arena battles. Poison the monster and let all the party members freeze, then wait until the monster dies from the poison.

**Battle Trophy #130: Defeat Luther at Level 1**—You must beat the final boss (at least with regard to the story) while all your party members are at Level 1. This is difficult, since the only characters who start at Level 1 are Fayt, Sophia and Peppita. What you need to do is keep Fayt at Level 1 throughout the entire game...which means that you can't let him earn enough experience while on Vanguard III to level up. Run him straight to Norton's hideout, and when you're fighting the thugs at the back door, wait until all but one of them runs away. Go straight to the boss fight with Norton and let Fayt get killed, then switch to Cliff and never use Fayt again until the end of the game. That way you can use Fayt, Sophia and Peppita at the end. Yeah, the game's creators must have been delirious when they created this battle trophy condition!

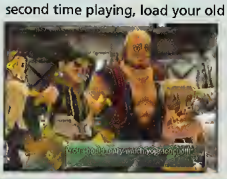
**Battle Trophy #295: Hit With Battle Sphere S Times**—You must use the Battle Sphere item to get successful hits during battle. The catch is that you have to hit boulders with it. Fight in an area with falling boulders and use the Battle Sphere.

# WALKTHROUGH

## I. The Beginning

### Grantier Hotel

Get on a transporter at either end of the hallway. Go to the northeast room on the first floor, then to the central room. Look at the free-standing blue vending machine, then the console on the wall. Choose "Try to persuade Sophia," then "Don't worry, I'll protect you." During the battle simulator, you get a combat tutorial. Make sure to create Battle Trophies data. If this is your second time playing, load your old data instead of overwriting it. After the game, get back on the transporters. Save the game, because you fight three forced battles in a row.



### Emergency Shelter

Go to Room S09, then Room S06. Choose to "Get some sleep." Go back to the transporters.

## I. The Beginning

### Helre

Talk to the people in the waiting room, then go into the hallway and enter the door on the east. You'll witness an argument between the Pretentious Earthling and one of the crew. Talk to the people in the hallway and return to the waiting room. Go back to the stairwell where the Pretentious Earthling was and go upstairs. Head north to the Bridge and speak to Commodore Volga. Go downstairs to talk to the Rossetti Troupe, then go back upstairs and head south to the escape pods.

# II. Vanguard III

### Pesotto Forest

Go north, then northeast until you reach Whipple Village.

### Whipple Village

Buy a Ring Mail at the Manybloom General Store. Read the sign in the center of the village, then talk to the village chief in the northeast house. Go to Niklas' house afterwards to get your sword back. Go back to the crash site, then back to Niklas' house. Leave the village and go back to where the punks were and the path should be clear. Level up some more if you're still really weak, then enter the ruins.

### The Ruins of Coffir

The enemies here are pretty easy. If you're having trouble, return to Pesotto Forest and level up. Once in a while, you'll see a large number painted in red on the walls. Go north until you reach a house. Fight the punks and they'll drop the "Beat-up Textbook," your first Counter Aura book. If an enemy hits you with a minor attack while your Fury is at 100%, your counter aura will rebound and stun them. As the game progresses, these auras grow increasingly more powerful. Set them in the Skill Setup menu.

### Norton's Hideout

The skeletons are much stronger than the enemies outside, but they are easily stunned with a counter aura. Just avoid the major attacks by running away or interrupting it with your own minor attack. Major attacks are always preceded by the enemy turning purple. Go south and then west into a room with a save point. Look at the computer and input 256 (the numbers you saw outside). A door will unlock. Go outside and head east.

**BOSS: Norton**

Counter his "Shooting Spree" attack, and dodge the stronger ones. Cliff is so strong you shouldn't have any trouble.

Get the Music Box Parts from the computer room, go back to Whipple Village and speak to the village chief to get the Medecentra Pyroxene, then go back to the crash site and head south.

# III. Elicoor II

### Eagle

Speak to Cliff, then talk to Mirage three times. Get off the ship. Eventually a new character, Nel Zelpher, will join your party. Her addition makes it pretty easy to beat up the knights and the Inquisitor.

### Airyglyph Aqueducts

The blue circle next to the save spot will completely heal you. Go south down the hall and grab the Worm-Eaten Tome. Use this and the Decrepit Tome that Norton dropped on Nel, since her MP is the highest. Pick up the Warrior's Bracelet from one of the treasure chests. Some parts of the floor are icy, so hold down the ○ button to walk.

**BOSS: Giant Crab**

He's very slow. You can counter his "Cannon Burst" and regular attacks. Keep to his back and dodge so you don't get frozen.

Walk east until you reach the exit into the city.

### Royal City of Airyglyph

Stay at the inn (these are always marked on the map with a blue arrow) to recover and save. Explore for some treasures, then exit the city to the east.

### The Traum Mountains

Walk east until you reach Kirsla. Don't veer too far north while exploring because the enemies will get significantly stronger.

### Kirsla

Buy new equipment. Speak to a man in a house across from the inn, and the man standing by the mine shaft in the southwest corner of town. Go to the north area to eavesdrop on Nel. Go north to enter the Kirsla Caverns.

### Kirsla Caverns

Walk east until the road forks. Go south to find Scale Armor in a chest, then go north and follow the path as it turns west. A save point and a recovery point indicate an upcoming boss battle.

**BOSS: Earth Smasher**

The "Earth Glaive" attack can be countered. Dodge the boulders. Like most early bosses, he's pretty slow and not hard.

Pull the lever to open the gate. Exit to the west and loop back around to the area with the machine panels, which are now operational. Choose the "Steady" Hauler Beast and enter the mine shaft. Try to keep it at a steady speed under 25 kmph, and when the track splits and you are prompted to turn, turn the Hauler Beast in this order: Left, Right, Left, Left, Left. When a warning sounds, it means a rockslide is ahead, so brake immediately to minimum speed. After the second rockslide, speed up slightly to break through three gates, then immediately slow down again so you can make the last left turn.

continued

### Bequerel Mountain Path
Arias is to the southeast. The north contains strong enemies you want to avoid.

### Arias
Go to the Lord's Mansion on the northeast. Go to the back room on the first floor to meet Clair, then go upstairs and talk to Cliff, then check the bed to rest. Go back to the conference room to talk to Clair. Go out the southwest exit and take a shortcut through the Aire Hills/Kirsla Hills to head back to Kirsla.

### Aire Hills/Kirsla Hills
Go west, resupply in Kirsla, then go out the south exit.

### Granah Hills
Go southeast along the path.

### Kirsla Training Facility
The instant you enter this facility, you'll be forced to fight some knights. Use the save and recover points afterwards. Go west around the perimeter until you reach a long north-south corridor on the east. From here, go into a hallway leading west, then through a door on the north that leads to the second floor stairs. Go around the perimeter again until you reach the stairs to the third floor, which are to the northeast. Walk to the west side until you reach another north-south corridor; from there, go through a door on the west. In the next hallway, a large door to the north leads to a kitchen with a save and recover spot. Talk to the young woman to get the Cuprite Key. Go back to the first floor and go northeast. When you reunite with Nel, you're forced into another battle. The key unlocks the elevator. Take it to the second floor and pick up the treasure. Don't go out the south exit or you'll be locked out. Get back on the elevator and go to the fourth floor. Save your game, go south and face another boss.

**BOSS: Shelby**
Don't attack Shelby with ice, since it heals him. You can counter his "Giant Swing" attack.

After the fight, go back to Arias through Granah Hills, Kirsla, Kirsla Hills and the Aire Hills. In Arias, go to the conference room, then exit to the east.

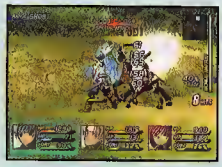
### Palmira Plains
The entrance to Peterny is to the north. This is a very small area, so you shouldn't have any problems. Be sure to get the Cherubic Bust from the green treasure chest; it increases your success rate for creating items with the Crafting talent.

### Peterny
Go to the western district and enter the first green triangle to the south. Speak to the girl at the counter and choose "Yes, I am." When she's done explaining inventing to you, go into the workshop across the street and use the 1,000 fol to add another line. Now it's possible for you to create your own items (check our October issue for a more detailed explanation). Go back to the central district and approach the church in the middle. Choose "Relax while waiting for others." You'll get the Maiden of Irisa, an accessory which increases your battle escape speed by 20%. Go to the inn in the west district and talk to the girl at the left desk counter. Leave and enter the east district, then head south down the first street to talk to Ameena again. Return to the inn and rest. After some events, head out the west exit.

### Sanmite Steppe
This area is divided into two parts, split by the stone bridge. The enemies in the north are strong, so avoid the area. Just cross the bridge to get the treasure, then return to the south section and head west, across the river. The entrance to Duggus Forest is in that area.

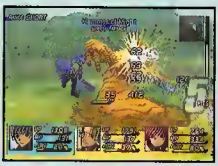
### Duggus Forest

Talk to the tired fairy, then get her some spring water. It has to be from a spring that is glittering. She'll identify the monster trees blocking your path. Head west and watch for rolling boulder traps. They won't damage you, but they'll force you back to the area's entrance. When you go far enough southwest, you'll find a shack. Inside you meet Roger S. Huxley, then get forced into a fight with two wimpy thieves. If you let Roger join your party, you'll fight an easy boss when you leave the area.



**BOSS: Moonshadow Clan Chief**
He's got moves similar to the regular thieves, like "Dagger Dance" which can be countered.

Head north and then west until you reach a save point. The next area is full of thick fog. There are two paths to the north; take the one on the west for another event and boss battle.



**BOSS: Mudman**
You can counter the "Mudman Blast," but be careful not to get hit with the "Poisonous Punch." He moves pretty slowly, so you shouldn't have any trouble.

The fog lifts after the battle. Go south, then northwest until you find Ameena. Roger will leave the party, and then you'll be automatically returned to Peterny. After some events in Peterny, you can leave town through the north exit to go to Aquios.

### Irisa Fields
The enemies here are stronger than the ones on the Palmira Plains, so be careful. Level up a little if you're having a hard time. Just go straight north to reach Aquios.

### Sacred City of Aquios
Go to a house on the east side and talk to a nervous Airyglyph spy, then go to Castle Aquaria. Follow Nel all the way without going into other rooms, otherwise the emotion level of all characters for Fayt will drop heavily. You can get treasures later. Also, the queen is able to heal you by giving you a blessing. When you meet Aquaria XXVII, an event takes place. Afterward,

continued

# Androids Shed No Tears.

*Tokyo 2049. Three lifelike humanoid biological weapons enter into a continually shifting underground labyrinth to halt a major disaster affecting space and time. Utilizing their advanced weapons training, these three futuristic rebels must battle hordes of underground mutants. The battle for the future has begun.*

TEEN
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Suggestive Themes
Violence
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PlayStation 2

CAPCOM
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## Ff. Ehcor II

talk to Cliff in the chapel on the first floor, then Nel, who's near the castle entrance. Go to the room on the southeast of the first floor and rest. Go upstairs again and talk to Elena and Dion in the southwest for another event. Head south when you're ready and go through Irisa Fields, Peterny and Palmira Plains until you reach Arias. Buy a lot of supplies for the long journey, save your progress, then go out the northwest exit where some dragon knights are patrolling. If you can't defeat them, return to Palmira Plains and level up first.

### Bequerel Mine

Go north and Cliff will light a torch. You can light the other torches by going up to them and pressing ✕. Keep going north until you reach a barred door. Light the torch next to it and it will open. Go through it to fight a dragon, which will drop the Lightstone. With this equipped, a small light shines in front of you.

Keep going, and at a split in the road you'll be attacked by three dragons in a row. After defeating them all, keep going south until you find a door on the west with a pedestal by it inscribed with the words "Weave two into a single line of darkness." In the next room, light the two torches in the middle, then stand between them until Fayt's two shadows create a straight line between them. Go through the door that opens on the west, then go north until you meet a dragon that runs whenever you approach. Chase it down and beat it up to get the Key to Barred Door, which is on the east. The next room has a door that's scared of light. Extinguish all the torches in the room and take off the Lightstone before you walk up to it. If you accidentally scare it, leave the room and come back to try again. Go out, then west, then north to find a door next to a pedestal that reads "Race ahead of thyself, but not when alone." In the next room, there's a switch on the floor that turns on all the lights and opens all the doors when you stand on it. Turn off the two torches next to the west and south doors, then go out the north door, approaching so that your shadow doesn't touch it. Go west and get treasures, then backtrack and go north until you reach a save point.

**BOSS: Cockatrice**
Watch out for its "Stone Bite," which may petrify you. However, you can counter it. When it turns purple, it means it's about to pound the ground and cause boulders to fall all around it, so run away from the area.

Check the northeast corner of the room to get the copper. Keep going west, save, then go southwest and you'll be outside. Inside the brick building, some of your allies are waiting (they only appear if you remembered to get the copper). A man standing by the cart will heal you, and one will start the carts if you're ready. As soon as you do, there are two fights in a row; one with some knights, and then a boss.

**BOSS: Demetrio**
By this stage, your characters are probably much stronger than Demetrio, and he'll probably never get his "Master Combo" attack released. When he turns purple, he's about to breath fire, so dodge and try to stay behind him.

Fayt suggests that you should rest before going on. Talk to the soldier to go back to the building with the healer and save, then come back and head for Arias. Before you reach it, another boss fight takes place.

**BOSS: Albel**
Albel is faster than any other boss so far. You can counter his "Air Slash" attack, but not his "Charge." Stun him, then have Cliff work him over with melee attacks.

Walk all the way back to Aquios by going out the east exit, then through Palmira Plains, Peterny, Irisa Fields and Aquios. Another event takes place with Mirage and Ameena. Go to the castle and speak to Dion on the second floor, then go back to the inn. After this, Clair Lasbard's father, Adray Lasbard, joins your party. Go to Arias and talk to Clair, then rest again. Get prepared for battle, save, speak to Clair again and say you're ready.

### Aire Hills

Go west along the battlefield until you run into the leader.

**BOSS: Duke Vox**
Dodge or cancel his "Dragon Brigade Slash." You can counter the "Searing Breath" attack, while his "Steel Rend" attack should just be avoided.

After this fight, a long event takes place. Go back east toward Arias. After some events, you'll end up in Aquios.

### Sacred City of Aquios

Sit back and relax, because the next series of events will take at least 30 minutes. Go to Dion's room in the castle, then go to the inn, then back to Dion's room. Speak to the queen and eventually another party member, Maria Traydor, will join you. Go to the chapel on the first floor, then talk to the priest by the staircase to get Disintegration Hammers. Finally, descend into the dungeon below.

### Sealed Cavern

Go straight into the first room and avoid the green monster. Press the switch on the statue in the northwest corner. Exit and go through the door on the east. Walk across the moving blocks and go through the next door. Here you can go west to get some treasure, then north under the moving blocks to reach the door on the east. In the room you enter, there are cracks on the east wall which you can disintegrate. Get the treasures and equip the Anointed Chain Mail on Nel or Maria. Get back, then go out the northwest door. Save your game here, then walk under the six moving blocks. Go through the north door, avoid the monster, go north, then east. The corridor has a cracked wall on the south side. Disintegrate it, then press the switch on the statue inside. Leave and keep going east to a room with a Lunar Talisman. If you go south, the door will lock behind you. You can backtrack also. Return to the save point and head west, under the now-moving block near the green monster.

**BOSS. Flying Knight**
Use the "Aerial" attack or regular weak attacks from underneath to knock him to the ground. You can stun him by countering him "Sword Quake" attack.

Go north to enter the shrine.

### Shrine of Kaddan

This is a large area. It's OK if you have to backtrack all the way to Aquios to resupply. Go north and approach the crystal statue.

**BOSS: Crystal Statue**

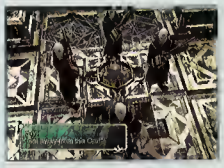
Trap it in a corner and have one character stay still and to counter its attacks and stun it while the other characters go to town on it. You can block most of its attacks, including the special "Tri-Spike" attack. After the fight it will drop a Saint's Stone.

Go north, then go east and beat up another Crystal Statue for a second Saint's Stone. Go south and loop east; you'll reach a room that appears to be a dead end. A huge earthquake shakes things up and debris falls, so hug the walls to avoid getting hit. The wall on the west is cracked now. Disintegrate it, then get the Saint's Stone from a treasure chest. Go toward the benches and furnace, and Fayt will automatically make the Saint's Amulet if you have all three Saint's Stones. Backtrack to the rooms where you fought the Crystal Statues, inspect the walls for new cracks and get the treasures beyond. Go to the room where you fought the second Crystal Statue and head east. In the next room, disintegrate the cracked wall on the south and get the treasures. Exit and go north until you reach a save point. A boss awaits you in the next room.

**BOSS: Crystal Cerberus**

This boss is purple, and unlike the previous Crystal Statues, strong attacks won't hit it. Wait for it to strike, dodge the attack, then hit it with weak attacks or magic while its Fury meter is depleted. This statue also uses the "Tri-Spike" attack on occasion, which you can block.

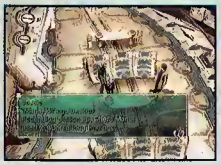
Go north until you reach a room with four pillars. From there, go north until you reach a locked door. Follow the west corridor for treasure. The empty treasure chest starts another earthquake if you examine it. The east wall will crack. Get the treasure, then return to the room with the locked door to the north. Disintegrate the east wall. Keep going east past the treasure chests (if you open the closed one, it will explode). Go several rooms to the north until you reach a room with four doors and a statue in the center. You have two choices here: examine the statue and select four of your party members to fight increasingly more difficult one-on-one battles, or just go through the huge hole in the eastern wall to get around the doors. If you want to fight, select fighters from weakest to strongest, since the enemies get harder each time. Whatever you do, head north and follow the path as it loops back south. You'll find a door with two signs next to it. The left reads, "Send in a fool to touch the red gem." The right reads, "The ever-searching one shall be victorious." Keep going north down the east side, where you'll find a red gem in one room. Touch the gem, then go back to the door with the strange clues and go inside. There are two rooms full of moving blocks in a maze, but if you watch your map you can avoid them pretty easily. Touching the blocks by accident just sends you to the beginning of the maze. The second room contains two good treasures: 54,000 fol and a Celestial Pixie. Save in the next room, then finally confront the Vendeeni.



**BOSS: Vendeeni Soldiers**

These soldiers are not much stronger than the ones roaming the shrine. Keep sidestepping their bullets, then get up in their faces to strike. If you manage to freeze one with Nel's "Ice Daggers" attack, you can kill it instantly with one hit afterwards.

Look at the pedestal and exit the shrine (there are no more enemies left). At the entrance, there's an event with Nel.



### Sacred City of Aquios

Go back to the throne room in the Aquaria Castle, which starts another long series of events. Speak to Maria to start a flashback sequence. When you gain control of Maria, just talk to everyone in the area, then talk to her mother to progress. Go back to the throne room when the flashback is over.

### Sanmite Steppe

Return to Peterny and leave through the west side. When you cross the stone bridge leading to the Sanmite Steppe, you will be attacked by Schweimer.

**BOSS: Schweimer**

Schweimer attacks with two of his dragon knights. Dodge the "Searing Breath" attack and hit them before they use the "Master Combo." The game always displays the names of attacks right before they happen, so it's pretty easy to cancel, since it takes them a while to perform. Get underneath the dragons and knock them out of the air with regular sword attacks while they're low on Fury.

After disposing of Schweimer, go north into Surferio.

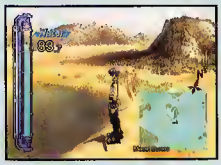
### Surferio

Rest and buy supplies. Roger and his friends are in the southwest part of the city. If you have him join your party, it won't affect your game too much, so let him. He gives you seven books. There's a house in the north where you can rest for free, but it will cost you (you'll see what I mean). When you're prepared, leave town through the west exit.

### Passage from Parch to Plenty

There are no treasures here, and the locals aren't very friendly. Just run west until you reach the old man by the exit. Speak to him twice if you want him to sell you a map for 10,000 fol. Whatever you do, leave the cave and go north to reach the dunes.

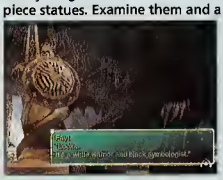
### Mosel Dunes



A water meter appears on the left, and it drains very fast. Fayt has to stand in an oasis and press ✕ to refill the water supply. The faster you move, the faster it drains, so try to walk slowly from oasis to oasis and ignore the treasures for now (you can get them easier on the way back). Go northeast until you reach the entrance to the ruins.

### Ancient Ruins of Mosel

Save your game and walk into the room with several large game piece statues. Examine them and a short event takes place where you can see how they interact with each other. Basically, Thief defeats Symbologist, Symbologist defeats Warrior and Warrior defeats Thief. Go north and walk counterclockwise. When you enter rooms with statues, examine the pedestals and choose the white piece that can defeat the black one. The last room like this is in the center, which you can reach from the west side of the ruins. Save and get the Aqua Veil from the treasure chest, which lets you walk





continued

through the Mosel Dunes without needing water. Examine the game pieces again, save, then go south for an event. Wow, it was long. Now you get to relax...after you walk all the way back to Airyglyph. The path is: Mosel Dunes, Passage from Parch to Plenty, Surferio, Sanmite Steppe, Peterny, Palmira Plains, Arias, Aire Hills, Kirsla Hills, Kirsla, Traum Mountains (exit Kirsla to the southwest to reach these) and Airyglyph.

### Airyglyph Castle and Optional Character 1

Roam around town and get some new equipment for everyone but Nel (she'll get some nice ones for free soon). Go to the castle, where Woltar reunites you with Albel. Albel joins your party. When you leave Airyglyph, a dragon knight at the end of the bridge offers to carry you to the Mountains of Barr. Don't go there yet. First, go to Kirsla and get all the treasures in Woltar's Mansion (two Blackberries, Book of Prophecies 2, Synthesis Materials), then go to the second floor where Woltar will give Nel her father's old weapon. Also, there are some crucial actions you need to take in order to decide who you want to keep in your party and who you'll want to kick out when you get near the end of the game. Eventually, you'll be forced to choose two characters out of these four: Nel, Albel, Roger and Peppita. Right now, you just have to choose your first optional character. If you want Nel, don't do anything different. If you want Albel, go to Peterny and rest at the inn. When Albel asks you if you hate him, choose "Not really." If you want Roger, go to Surferio and visit the first house to trigger an event. No matter what you do, your party right now will consist of Fayt, Cliff, Maria, Nel, Albel, Adray and Roger (unless you didn't pick him up earlier). Pick up some Basil before you leave, then head for the Mountains by riding the dragon or walking.

### The Mountains of Barr/Barr Caves

Go north to a dead end that splits west-east. Get the treasure chest on the west, then go east. Look behind the waterfall for two treasures. Now there's a north-south split. Go south for a treasure chest, then north to another waterfall. The entrance to the Barr Caves is behind it. Keep going north and exit the cave through the northeast. Continue north past the woman named Misty Lear and the Workshop outside. There's an east-west split again. Go east for treasures, then west until you reach a dead end with a save point and a cave.

**BOSS:** Blue Dragon Zombie

The dragon moves pretty slowly, but if it hits you with breath attacks, you'll be poisoned or lose a significant amount of MP. It's also resistant to HP damage, so if you have a character skilled at the "Increase MP damage" skill, make sure it is set.

Pick up the Dragon's Windpipe. Go back to the Workshop and Fayt will turn it into the Dragon Bone Flute. Return to Barr Cave, exit to the south and go west. The northwest path leads to a treasure chest, the northeast to a waterfall. Go east past the waterfall and stand in the dragon's shadow until it grabs you. Watch out for the mean red baby dragons and go south. Using a Jewel of Refuge here helps a lot. Pick up the Superior Chain Mail in the east before leaving the area. In the south, there's a small cave with a nice purple baby dragon. Follow it to the exit, then stand right

next to it and play it a few tunes with the Dragon Bone Flute. Note its reactions; it helps in the next area. There are four types of music you can play: happy (press ○ weak and short), sad (press ○ strong and short), playful (press ○ weak and long) and angry (press ○ strong and long.) Go into the next cave and you'll fall into the Barr Caves. Walk south and east to find a large dragon relief. You can examine it to see how it feels, and it's also color coded: Yellow=Happy, Red=Angry, Blue=Sad, Green=Playful. Stand by it and play the matching tune to open it.

### The Ruins of Barr

Save and enter the ruins. Go east down the hallway to the laboratory. Get the dragon's cranium out of the jar. From the entrance, head north until you reach a giant door. It reads, "Offer the Dragon's Cranium while within the cross. The dragon reliefs seek nothing more than their favorite sound!" This seems pretty straightforward. Play the correct notes to keep opening the dragon relief doors. If you accidentally play the wrong tune, you're forced into a battle that can't be escaped.The idea is to light up each of the square panels in the cross. Some of these can be activated by stepping on them, but others must be turned on by standing on remote panels elsewhere. First, go to the west to stand on two remote panels and get treasures. One of the dragon doors in the north part of the western section is changing emotions. You have to play the correct notes in the correct sequence to open it. In the eastern section, step on two other remote panels and get four treasures. There's an emotional door here, too, but it only has two moods so it's easier to please. Once you step on all the remote plates, only the center of the cross should be unlit. Be careful not to turn off any of the lighted panels by stepping on them now or you'll have to turn them on again. Go up to the large north door and play the "Angry" tune. Save your game and go through the door where the last remote panel rests. Step on it and go back to the cross. Stand in the middle and offer the Dragon's Cranium. The north exit opens. Put on the Wind Charm accessory and then save your game, because as soon as you try to leave, you'll be attacked.

**BOSS:** Robinwind

Robinwind, as you might imagine from his name, uses a lot of wind-based attacks—like a localized "Aerial Slash" that knocks you away if you stand too close, or "Rising Stream," which affects a wider area but can be countered. He also uses "Thunder Flare" magic and moves rather quickly. Strong attacks might take too long to unleash, so try to counter and then hit him quickly with regular attacks. Dodge his arrows.

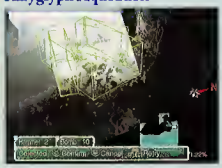
### Urssa Lava Caves

Most of these enemies will absorb fire and are weak against ice, so set your skills accordingly. When you enter, there are three paths to choose. First go along the east until you reach a giant bunny statue, then look behind it to get the Rabbit Ears Key. Second, go along the west path, then head north until you reach a door which can be opened by the Rabbit Ears Key. In the area beyond, the camera shifts to an annoying overhead perspective which you can't adjust. Check your mini-map to keep track of

## III. Elicoor II

which way you're going. Take the west path and walk north until the road divides, take the eastern fork and keep going north until you reach a door. Speak to Vanilla and offer him 30,000 fol to help you (if you can afford it). He'll give you the Gutsy Bunny accessory in addition to the 10 Disintegration Bombs. (These only work on ice blocks.) Backtrack out of the area until you reach the Barr Caves. Before you leave, go out the north exit until you find Misty Lear. Give her the Spirit Stone you found in the Ruins of Barr and she'll sign a contract with you. Head south until you reach the dragon knight on the mountain path to get a lift to Airyglyph.

### Airyglyph Aqueducts



Go up the long staircase in the southwest. The Glowstone is behind the large glacier north of where you enter the aqueducts. There are other items you can get here now as well. Don't stand on the ice while you're disintegrating it! While you're here, you might as well stock up on items and rest before heading back.

### Urssa Lava Caves

Take the west path to Vanilla's house again and he'll make you the Ring of Disintegration. From now on, whenever you're in an inn, another rabbit will be wandering around, offering to recharge your ring with its life force. Backtrack out of the caves and save your game in the ruins, then enter and take the northern path leading to Crosell's Lair. Disintegrate the rock that's blocking access to Crosell's lair. Get ready for two fights in a row.

### BOSS: Crosell (Part One)

This is just an initial test to see if you're worth his time. As soon as the battle starts, he'll start stomping around, so keep your distance at first. Later he'll also use "Doom Raid," an attack that affects the entire battlefield. This can be countered with Fury, but be careful: It hits three times while he's in the air, and once more when he lands. If it strikes you, it knocks off significant amounts of HP/MP. Stop him from casting it by hitting him with a strong attack right beforehand. After beating him up for a while, he gets excited by the challenge and the real fight begins. It's pretty much the same, except it takes longer to defeat him. His "Supreme Fire Breath" might cause some damage, but just stay behind him.

When you're back in Aquios, talk to everyone in your party. Cliff is in the castle hallway on the first floor, Maria is in the chapel, Nel is in her room in the castle, Adray is in Claire Lasbard's room in the castle, Roger is at the grocer's and Albel is roaming around in the center of town. Don't forget to talk to Mirage as well, in the guest room in the castle with the save spot. Next, go to the castle balcony behind the throne room on the second floor. The longest event ever will start playing, and Nel, Albel and Roger will be removed from the party.

## IV. Back to Space

### Diplo

Rearrange your party so it consists of Cliff, Fayt and Maria. Set Maria's skills and equipment. Talk to all the crew members on both the upper and lower decks of the Diplo, then go back to the bridge. After some events, you'll be prompted to save your game, then insert Disc 2. Talk to everyone again (Mirage and Steeg are inside the transporter). Eventually, Maria will tell you that the transporter is ready.

### Kirsla Training Facility

You're forced into a battle with some Vendeeni soldiers, but they're not hard. With the Ring of Disintegration, you can get some treasures you couldn't access earlier. You start in the third floor kitchen, where you can heal and save. Go back to the first floor (there are no enemies on the first or second floors). Get on the elevator and go to the fourth floor. Save and go to the rooftop for an event in which the character you chose for your fifth character (Albel, Nel or Roger) will reappear. They can't join your party, though, so the next fight has to be handled with Cliff, Fayt and Maria.

### BOSS: Biwig

This battle shouldn't prove too difficult. Just dodge the bullets and take out one soldier at a time. They might try to use "Illusion Rifle," but it's slow and you can probably cancel it by striking them first.

After this, the person who came to help you will join your party permanently, along with Sophia.

### Federation Battleship Aquaelie

Go to the southwest part of the ship and talk to Maria. Explore the ship and use the computer at the end to buy items. After you're done, go to the area immediately southeast of the bridge and enter the room with a save spot. Go to sleep, then go to the bridge, then to the transporter, which is in the south central part of the ship.

### Moonbase

Go west and you'll end up in a large central area. The area due west leads to a room which is full of refugees. Speak to the Federation employee inside for some free healing. Peppita is here also. There's a weapons shop to the north, and in the south is an items store. Don't spend too much on weapons, since you'll get some better ones soon. There's also an elevator on the east side that will take you to a computer where you can visit an armorer, an outfitter or a workshop. Basically, just blow the map up to full size and check out any green triangles to find useful places. In the northwest arm you should see some yellow triangles on your map. One of them leads to a bar. There are also Rossetti Troupe members standing in the northwest and southwest branches, guarding the area. Go northwest until you reach the next area. This is another circular room with arms leading in various directions. Go west.

### BOSS: Proclaimer

The "Divine Wave" is an area-effect attack. Try to cancel it or stay out of its way. "Speed Hack" indicates that it's about to instantly teleport to attack a different party member. The Proclaimer causes significant damage, so if your HP or MP stats are low, you might want to level up first. Be very careful not to set off its counter aura, which is a homing missile.

continued

## IV. Back to Space

Peppita will join your party temporarily. Go back east, then southeast. Ride the elevator near the Rossetti Troupe member and you'll get some nice new weapons (Runic Cloak, Ablative Shield, Battle Armor and Spike Shoes). Restock and save, then go back to the area where you fought the Proclaimer. If you explore, you'll find a lot of treasure chests. If you just want to leave fast, head southwest and you'll enter another area with a semicircular formation. Go due east to reach another wheel-shaped intersection, then just keep going around the circumference until you reach a save spot and an elevator on the east side. Take the elevator down to enter the research laboratory and learn some interesting facts. After this, return to the central area. Peppita will try to join your party permanently. If you let her join you, one of the other optional characters (Albel, Nel or Roger) can't join you later.

### Federation Battleship Aquaelie

Talk to the commander, then rest in your room. Go back to the transporter, then get on the long-distance transporter that's due south of the bridge.

### Planet Styx

The enemies here are very difficult, but they drop a lot of experience. If you're brave, stay near the save and recover spots and try to level up slightly. Head north (there aren't any treasures, so don't veer off course) until you reach the Time Gate.

## V. 4D Space

### Arkives

You'll enter a brief scuffle with some security guards. They're not too strong, but their guns will immobilize you for a short time if you get hit. Dodge the bullets, then get up close to take them out. You'll receive the Authentication Disk after the fight. Go to the center of town and take the transporter. In this new area, get on the transporter on the western side. Go to the station in the center and take it to Gemity.

### Gemity and Optional Character 2

Walk north and talk to the girls behind the counters. One of them will refill your HP/MP for free. Buy some new equipment as well as the Keen Kitchen Knife, which you can give to The Killer Chef in Surferio to create a contract with him. It's expensive, but if you can afford it, buy two; it increases the success rate of your Cooking skill during item creation. In the far north is a central area with transporters leading to many recreational areas. Spend some time relaxing here and leveling up in the Battle Arena, since you won't be able to come back for a long time after you enter the next area, the Sphere Company. All the transporters are labeled, so take any one that leads to the Eternal Sphere. Talk to the attendant, then check the computer. Speak to everyone, then to Maria. Four destination choices will appear: Vanguard III, Elicoor II, Sol III: first satellite (Luna) or Planet Styx.

The most important place to go is Elicoor II if you want to get another party member from there. This is the final character you can choose personally. If you want Nel, speak to her in her room on the first floor of Castle Aquaria. If you want Roger, go to Surferio and talk to him. If you want Albel, go to Kirsla and speak to Woltar, then go to the area where you fought Crosell, in the Urssa Lava Caves. Fayt must defeat Albel in a one-on-one battle before he'll join you. Return to Gemity by using the warp point that appeared in the Aire Hills/Kirsla Hills. After the event, you can still check the terminal and go to the other locations. When you're ready, go to the main station transporter and talk to the attendant. You're allowed to access the Sphere Company now, but be aware that once you go in, you can't come back for a long time. Return to Arkives and get the Smithy Hammer from Flad's house first, then participate in some more recreational activities in Gemity. When you're ready, buy a lot of Physical/Mental Enhancers, rest by talking to one of the girls near the station entrance in Gemity, then enter the Sphere Company.

### Sphere 211

As soon as you enter, you'll be attacked twice in a row: first by some security guards, then Azazer. If you have any trouble, reset and then level up a bit in the Gemity Arena Battles. The first fight is simple enough; just run around them so their bullets miss you and then start pounding on them. They can cause a lot of damage if you get caught in the crossfire, but as long as you're careful it should be OK.

### BOSS: Azazer

Azazer is difficult because he can reduce your MP in a hurry. His "Sniping" attack can be countered, but he releases it very quickly. Make sure you have plenty of Mental Enhancers or you'll be wasting a lot of Fresh Sages to keep the party alive. He also uses "Crystal Prison" which may freeze you and also causes MP damage. As before, if you need help, go gain some levels first.

After this, you can infiltrate the Sphere Company. Keep looping around the perimeters, taking the stairs and collecting treasures until you reach the fifth floor. Make sure you pick up Dremela's Tool Set from the fourth floor; it's in a tiny room to the northwest. As you walk west, you'll encounter Blair, who'll give you the Uninstaller. The other employees in the room will help you out with healing (the man sitting at the computer) or items. One of the women will give you a number of free items, including the AI Program, which you'll need in order to get Izak. If you speak to her again, she'll sell you some regular items. Leave the room through the west exit and go toward the elevators.

### BOSS: Berial and Belzeber

These guys are much stronger than Azazer, and they are able to petrify you, so stock up on some Sage or equip any items you may have synthesized that grant you immunity. You can block some – but not all—of the torpedoes, and the whip is as dangerous as Azazer's sword. If you get hit by homing missiles, you'll probably get knocked out, so keep on moving and try to defeat the gunman first. Either way, taking them out one at a time is much easier than trying to fight them simultaneously.

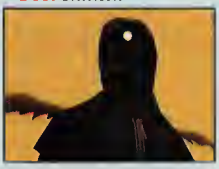
## V. 4D Space

Go back to the main room, where you can heal and save. However, the elevator is broken, so you'll have to backtrack to where Blair gave you the Uninstaller and go west until you reach a room with a branch heading to the northeast. Follow it, then take the northwest branch from the room full of treasures to reach the Elevator Control Panel. Examine it to turn on the elevators. Walk back to where you encountered Blair and return to the east. The north elevator can take you to Floors 6 through 100. The south one warps you back to the fourth floor. There are some treasures you might want on the sixth floor, but nothing else has anything much. While on the sixth floor, ignore the south arm of the cross intersection since it leads to an empty chest. Get the treasure from the west side, then go back and walk north from the elevator, then east to another cross intersection, then south until you reach another elevator. You can use it to go to Floors 7-100 and 211. Spend some time leveling up or exploring if you want, then shoot to floor 211 from any of the elevators that take you there. Get the Dilapidated Textbook from a green treasure chest on the east side and set your new counter aura. Go to the save/recover spots and get ready for three boss battles in a row.

**BOSS: Proclaimer**
Since you've already fought a Proclaimer, there's not much here that's new. Watch out for the MP-draining "Divine Wave" attacks, but as long as you strike and retreat, you should be all right.

**BOSS: Executioner**
"Dark Sphere" will suck down your energy like nothing—if you see one of your party members about to go down that drain, switch and run him/her out of danger. Don't stay near it, because one of its attacks is to shoot up spikes from the ground all around it. Try to use anti-air attacks to knock it to the ground, and stay behind it, since its projectile attack only shoots the ground in front of it. When you see it about to shoot, run beneath it and attack from behind. "Disaster" homes in on you and knocks off HP and MP, so run if you see it coming or do your best to stop its deployment with a normal strike.

**BOSS: Convictor**



Compared to the previous battles, the Convictor is relatively easy. The "Aeroblast" attack can be deflected with your counter aura, and when he starts some hocus-pocus that results in a dark circle on the ground, just run out of range. He's got a lot of HP/MP, but as long as you are patient and don't do anything silly, he'll be down in no time.

Use the save/recover spots near the Time Gate, then head south along Planet Styx, running away from monsters until you reach the site of the shuttle landing.

**Diplo**
Talk to everyone, then to Mirage a second time. Take the transporter to Elicoor II.

## VI. Elicoor II/Eternal Sphere

**Sacred City of Aquios**
You'll land right outside the city. Mirage will also join your party. There are much stronger enemies in the Irisa Fields now, so tread lightly. Speak to the queen and she'll let you use the Sacred Orb.

**Sealed Cavern/Shrine of Kaddan**
Stock up on items and rest before re-entering this area. If you performed the Ruddle/Rumina side quest, you'll find them in a house in the northwest side of Aquios, selling the best equipment you can buy. The enemies are much stronger than before. Don't waste time with the rolling crystals; they're incredibly strong and you don't get squat for defeating them—no EXP, no fol. The area where you defeated the Flying Knight has a new guardian.

**BOSS: Lesser Eye**

The Lesser Eye absorbs ice-based attacks and can cause petrification. The "Fear Circle" will injure your party while it heals itself. Since it's floating, you should equip some anti-air and long-distance skill sets before you start the battle, like Nel's "Flying Guillotine." Once in a while it shoots colored lights out of its smaller eyes and a laser out of its one big eye; just stay behind it to avoid those attacks.

After this you can enter the shrine, which has some new treasures you can access by using the Ring of Disintegration. When you reach the area where you fought the Crystal Cerberus, you'll fight a new enemy.

**BOSS: Dark Armor**

Three of these will gang up on you. The "Hammer Quake" attack will sweep a wide area, so run for your life if they're about to smash you while their auras are purple. They can't perform any magic (symbology) attacks, so if you just hit and run, they'll go down after a really long time. It's best to try to divide them up and take them on one at a time, using the battle mini-map in the upper right corner to see which party members you need to heal.

Go north a few rooms, then east (through the hole in the wall you disintegrated earlier) until you reach the large staircase on the west.

**BOSS: Crystal Statue**
You'll fight a faster version of the old Crystal Cerberus. He's nothing you can't handle. Block his charging attack, then attack with melee punches to keep him still while another character launches a long-range attack.

Keep going north, fighting or avoiding the stationary Crystal Statues in the next rooms, unless you just love fighting. Finally, you'll reach a room where you fight the last boss of this area.

continued

## VI. Elicoor II/Eternal Sphere

**BOSS: Dark Eye**
He uses the "Fear Circle" and "Misery Circle" attacks; just don't stand near it when this happens. "Dark Sphere" will cause status ailments and drain health, so keep an eye on your teammates and heal anyone with status problems.

Go back to the room that has the Sacred Orb, then return to the audience chamber in Castle Aquaria. If you completed the Rudle/Rumina mini-quest, they should be in Aquios, selling the best weapons you can buy in the game. Prepare for the final stages of the game by getting supplies or synthesizing useful attributes to your weapons. Make sure you get some that give you immunity to paralysis. When you're ready, go back to the Mosel Dunes. If you forgot the way, it's through Aquios, Irisa Fields, Peterny (exit Peterny to the west), Sanmite Steppe, Surferio, Passage from Parch to Plenty, then Mosel Dunes.

### Mosel Dunes/Ancient Ruins of Mosel

While you're in Surferio, change your skill sets so you're using ice-based attacks. Also equip any anti-ailment accessories you've bought or synthesize them into your weapons, since you're going to be attacked as soon as you go out past the greedy old man who's trying to sell you a map for 10,000 fol.

**BOSS: Chimera**

The Chimera is very fast and likes to pounce on you until you die. Fayt's "Deep Freeze" and Nel's "Ice Daggers" are useful moves, but be sure to keep an eye on health and reserve another character for healing or resurrecting the others. The Chimera's "Triple Attack" can be blocked, which gives you much-needed time to recover while it's stunned. You can also block the "Pyroblast" attack.

Go back to the Ancient Ruins of Mosel, in the northeast, and go to the large room where you had the war conference earlier. You'll be attacked by another boss.

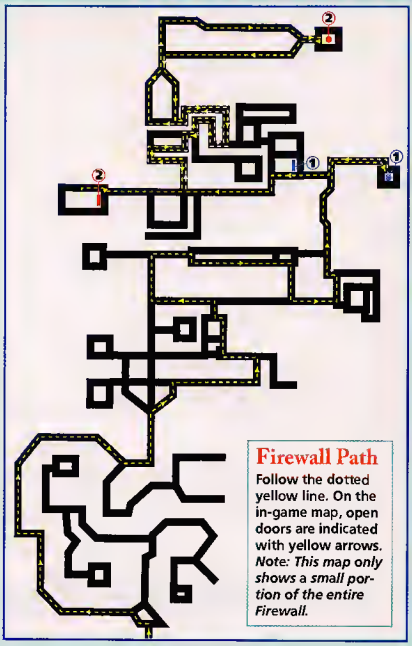
**BOSS: Stone Golem**

He's very strong but slow, as you might expect. Just keep your distance and use long-range attacks or magic that targets his MP. If you're standing near him, he might literally try to sit on you, which causes huge amounts of damage. He's got a pretty long reach, too, so don't just stand still while you're attacking. "Flaming Blow" is a really powerful attack that will most likely K.O. any character it hits.

Go down the stairs on the west. Walk through the monitor and you'll be inside the Firewall.

### Firewall

This area is extremely large and convoluted; it has one-way doors that are reversed with switches, and rolling polyhedrons that warp you to the beginning of the area if you get hit accidentally. Follow the dotted yellow line on the map to get through this area. Press R2 to blow up your own in-game map so it's easier to follow along. You only need to hit two switches, and it's useless to explore because there are no treasures whatsoever. Note that the important switches and the doors they open have corresponding numbers on the map I provided.




**Firewall Path**
Follow the dotted yellow line. On the in-game map, open doors are indicated with yellow arrows. *Note: This map only shows a small portion of the entire Firewall.*

**BOSS: Battlecopter**

Before the battle, equip some anti-air attacks like "Air Raid" or "Aerial Assault." The battlecopter is pretty easy, compared to the last few bosses you had to deal with. Its "Backthrow" attack can be blocked and you can dodge its other attacks (standard shooting or dropping bombs) without any trouble.

A new save spot materializes, so use it, then get on the transporter and warp to the Spiral Tower. Alternatively, you can leave the way you came, but it's a long road and I don't recommend it unless you're very low on supplies.

### The Spiral Tower

There are crystals blocking your path, but they can be removed with the Ring of Disintegration, even if it has zero charges. Go to the second floor, then save.

**BOSS: Pseudo Blair**
She's fast, but she doesn't have a lot of health. If you get right on her, you should be able to defeat her without too much trouble. She has some strong attacks, like "Eddy of Light" which encompasses the entire battlefield. Just try not to let her get the attacks off the ground and she'll go down.

## VI. Ehrgeiz II/Eternal Sphere

Go north and you'll reunite with the true Blair. The crystals entrapping her can be deactivated by defeating three mini-bosses guarding the corresponding crystals in three rooms that shoot off from the central area. Go through the green gate to fight Ruktogias, the red gate to fight the Death Beasts and the blue gate to fight the Chimera Hawks.

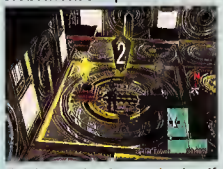
**BOSS: Ruktogias**
This guy doesn't look "mini" to me. A typical powerful and slow boss. Hit-and-run works fine; you just need to be patient. Alternatively, if you've leveled up your character's "Increase MP Damage" abilities, then it might be a faster way to defeat him.

**BOSS: Death Beasts**
The two beasts are pretty fast compared to Ruktogias, but their HP is much lower. Concentrate on one beast at a time, and use counters to slow them down.

**BOSS: Chimera Hawks**
Stick to anti-air techniques. As in the previous fight, focus on one at a time.

Go back to Blair and she'll fix the elevator. Now go to the third floor and look at the pedestals. The crystals in them are changing colors in a specific order. The crystal in the red pedestal changes in this order: black, white, yellow, blue, red. The crystal in the blue pedestal changes in this order: red, blue, yellow, white, black. These give you clues as to how to unlock the colored doors in this area.

Each door is near a room that contains a large numbered crystal set between two pedestals containing smaller crystals. The idea is to change the color of the large crystal so it's the same color as the door, and you accomplish this by changing the colors of the smaller crystals. The number of the large crystal indicates the maximum number of tries you have. It's possible to create the correct colors and open the doors using fewer tries, but if you use exactly the number of tries allowed, a treasure chest will appear.



**Green Door (6 tries):** Red three times, Blue three times
**Orange Door (10 tries):** Red nine times, Blue once
**Purple Door (2 tries):** Red once, Blue once
**Red Door (9 tries):** Blue eight times, Red once
**Yellow Door (16 tries):** Blue five times, Red seven times, Blue four times

After opening up all of these doors and getting the treasures, head for the northwest to reach the elevator to the fourth floor. Keep taking elevators until you reach the sixth floor. The elevator is not working. There are three paths from this area that lead to small sections, each of which contains one cracked wall. The cracks are slightly hard to see, since they're set in the lighted parts of the wall, but if you have your Ring of Disintegration window open while you're walking, the green grid will appear when you get near it. Disintegrate all three walls and step on the switches to start the elevator. Take all the elevators until you get to the tenth floor, then walk up the long staircase to the north until you reach a save spot. The final boss awaits. Check your equipment, put on Amulets of Freedom or any other anti-paralysis items, set your tactics and skills (including the counter aura) and then approach the large door.

**BOSS: Luther (Part 1)**
This initial fight is fairly easy. Just keep pounding on him with strong attacks. It's the next fight that gets a little hairy.

**BOSS: Luther (Part 2)**

"Flaming Divide" and "Expansion Force" can be countered. If he's about to cast "Laser," just switch to whatever character is in the area of effect and run away. "Perfect Symmetry" cannot be countered, but you can run away from it or cancel it if you hit him hard and fast enough. "Insanity Prelude" is his strongest attack. It covers the entire battlefield and Luther is invisible (and therefore untouchable) while it's active. Try to stop him before he casts it; otherwise, run to the edge of the battlefield and resurrect any dead characters to keep from having all three of you knocked out at once. This is a pretty hard battle, but if you stay on him—and manage your health carefully—he'll go down.

After the battle, the game's ending will play, the credits will roll, then even more of the game's ending will play. When it's done, the Clear data will automatically be saved to your memory card. If you start your game with the clear data, you'll still be right outside Luther's door, but if you walk south, a pink bunny will be standing there. Speak to him to get some clues and to warp out of the area.

NEXT MONTH:
Star Ocean: Till the End of Time is far too deep for me to fit all the information you'll need into one issue, so check the October issue of T&S & here for more information on Battle Trophies, Gemity, Inventions, Mini-Quests, Private Actions/Multiple Endings and Secret Dungeons!

# Crimson Tears™

## Gameplay

*Crimson Tears* is an action-oriented role-playing game that's similar in some ways to *Phantasy Star Online*. Your "town" is a small, sealed-off section of Tokyo with three shops: one for items, one for guns and one for bladed weapons. There's also a small population that you can talk to for a little background on the game's story and some general advice. Once you have finished exploring the small town and loading up on supplies, you can enter the warp gate beneath your headquarters. The warp gate leads to eight randomly-generated dungeons; in each one, you'll battle a variety of monsters in real-time combat to gain items and experience points to strengthen your character and advance into harder dungeons.

Progression through the game is very straightforward:

**1)** Warp into the dungeon and fight your way to the boss, who is located on the very bottom (or top) floor.

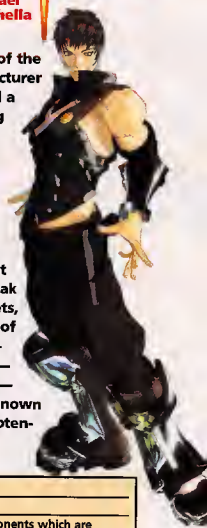
**2)** When you have finished a dungeon, go outside and talk to the people in the town. One of them will ask you to retrieve an item in the dungeon that you have just cleared. You will then have to go back into the same dungeon and claim the item from an enemy that's usually located on the floor before the boss floor. When you find the item in question, return it to the person for a prize (which is usually not worth the trip).

**3)** After you have retrieved the item, you can talk to the gambler at the far end of the town. He will bet money that you cannot go in and get out of the defeated dungeon quickly. If you prove him wrong, he will reward you with SPM upgrade parts.

After performing these three tasks, you can cross that dungeon off your list and move on to the next. Steps 2 and 3 are not necessary to move on, but they will greatly boost your experience and make you stronger for the dungeons ahead.

**Tokyo, the year 2049: Wild experiments in the DNA research facilities of the super weapons manufacturer A.R.M.A. have produced a freak explosion, causing distortions in the planet's spatial dimensions. These dimensional labyrinths, or "dungeons," have dangerous bio-engineered weapons running rampant inside. Fearing that these weapons may break out into the Tokyo streets, A.R.M.A. sends in three of its newest, most powerful Humanoid weapons—Amber, Kadie and Tokio—to fight against the unknown dangers and stop the potential outbreak.**

by Raphael Minchella



## A.R.M.A. Humanoid Weapons

**Each of the three playable characters has specific strengths and weaknesses that you should be aware of before investing time and resources into them. They all seem alike at the start, but as they gain experience, you will notice them starting to diverge in skills and weapon usage. For this reason, one character might become better for certain situations than the other two. You can choose to play all three characters so that they will all level up evenly, giving you a well-balanced team, or you can just level up one character into a super-powered fighter.**

### Amber

| | |
|---|---|
| Unique Ability | Can equip two bladed weapons et once |
| Best Combat Method | Bi-Sword (Bk), Bi-Sword (Fr) |
| Strengths | Quick, seamless strike combinations that inflict high damage to opponents which are difficult to counter attack; good attack range from Bi-Sword strikes |
| Weaknesses | High-maintenance; heats up dangerously quick; expensive weapons with high repair rates |

Because she can wield two weapons, Amber has high damage output, but it comes with a high heat and money cost. You'll burn through Coolants to keep her from overheating and spend tons of money for expensive weapon repair. Defensively, she has a good amount of health and defense points, which make her a well-balanced fighter. Amber is a hard, costly character to level up with, but she's very strong at high levels...as long as you have the money to keep her happy.

### Kadie

| | |
|---|---|
| Unique Ability | Can equip Claws and Buster Swords |
| Best Combat Method | Hand-to-hand |
| Strengths | Low heating rate, can easily perform high-hitting combos in hand-to-hand combat |
| Weaknesses | Low health points, low defense, short attack range in hand-to-hand combat |

Kadie is the quick, combo-crazy character of the group. She doesn't hit hard, but she does hit a lot. Her core weapon selection of knives, claws and gloves (hand-to-hand) allow her to strike quickly, which can add up to high combo counts and bonus experience points. Her only downside is a lack of health and defense points. If Kadie is hit just a few times, she will be in dire need of some Energy. An excellent character to use at first, but she doesn't quite measure up when you start getting into the more difficult dungeons.

### Tokio

| | |
|---|---|
| Unique Ability | Can wield dual guns; able to use advanced, high powered guns |
| Best Combat Method | Hand-to-Hand |
| Strengths | Can use high-powered guns such as Machine Guns and Laser Blasters; high damage output with low heat cost; high health points with great defense |
| Weaknesses | Short attack range from hand-to-hand combat; very slow with bladed weapon combinations |

Tokio has superb hand-to-hand combinations that make him a great fighter to use up close. He can also take out enemies from afar with powerful guns that are revealed later in the game. Along with his high health points and awesome defense, these skills make him the character to use from start to finish. The heavy guns that he alone can use will make the final few dungeons and final boss much easier to handle. I strongly recommend using Tokio for the majority of your trials.

# Weapons

**The weapons in *Crimson Tears* are just as in-depth and complex as the characters that carry them. All melee weapons have hit points and experience growth just like your character does. Leveling up and taking care of your weapons is just as important as leveling up and taking care of yourself. Having a strong, experienced weapon will determine if you will be just an average fighter or an all-out wrecking machine.**

• ***Leveling Up Weapons***—Leveling up your weapon is the same as leveling up your character—just use the weapon to kill enemies and gain experience. You'll earn more weapon experience from having a high combo count, so try to keep your combo going, even if the enemy is already dead. Before long, you will notice your weapon increasing in levels, which is indicated by a plus sign and a number beside the weapon name. When your weapon gains a level, it will gain additional attacking power and overall endurance to help keep it from breaking. When you find a weapon that you like, be sure to take time to level it up. There is no greater feeling than using your +20 Combat Glove to pound your foes dead with one hit!

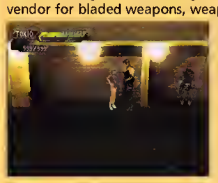
• ***Watching Weapon Status***—As you attack with your weapons, the weapons will slowly become weaker. They will also endure heavy damage when you are attacked while the weapon is equipped. When a weapon becomes weak, it will show signs of breaking; the weapon's name will change from white to yellow, then orange and finally red. Damaged weapons can be repaired at the knife vendor for a price, but weapons that are broken are gone for good. One of the worst things that can happen in *Crimson Tears* is to have a powerful weapon break on you after you've been leveling it up for hours. Do everything you can to prevent your good weapons from breaking! If your weapon starts to take damage and turn yellow, unequip it immediately and use something else. This is why it's always good to take two or three different weapons with you on each dungeon raid. Treat the weapon's life as if it were your own!

• ***Weapon Attributes***—Melee weapons may have one of several special attributes: Thunder, Cool, Heat, Speed, Power, Shade or Photon. This will be indicated by the "ATTR:" marker at the bottom of the screen when a weapon is highlighted. Some enemies can be weak against certain attributes (enemy weaknesses are listed on Monster Cards that can be found randomly inside the dungeons), which will cause them to take additional damage from a weapon with that attribute. However, enemies that are strong against that attribute will be dealt less damage than normal. During the dungeon levels, you will be up against many different enemies with varying weaknesses—and you don't want to keep swapping weapons, so don't worry about the weapon attributes while clearing a dungeon level. The only time that these attributes are very important is when you are fighting against a boss. Just be sure that your weapon does not have the attribute that the boss is strong against, or else you will be in for a very long battle. This is another great reason why you should bring two or three weapons into the dungeons with you.

• ***Upgrading Weapons***—At the knife dealer in town, you can upgrade your existing weapons into new, more powerful weapons with a new attribute attached. To be able to upgrade, you'll need to find the necessary upgrade materials in the dungeons, plus the labor costs to put it together. This is why it's important to store all of your found materials in your warehouse; you never know when you might need them.

# Vendors

When you first visit the vendors, you should be able to find everything you need: an item vendor for Energy, Coolants and Cures, a gun vendor for guns and bullets and a knife vendor for bladed weapons, weapon repairs and weapon upgrades. However, as you start to level up and grow stronger, the available items will start to become inadequate for your needs. If you talk to the Governor located at the east end of town, he will ask you for donations to help restore the city. This might seem like a complete waste of money, but it's actually a great investment: By giving money to the Governor, you will upgrade all of the vendors' shops, which will allow them to carry better items and stronger weapons. To determine how much money you can afford to donate, you should first buy all of your supplies and restore your weapons. After you are equipped to handle the next dungeon, the remaining money in your possession should be given to the city. You will be able to upgrade the weapons vendor twice, the guns vendor twice and the item vendor once, for a total of five separate upgrades. Continue giving until the Governor tells you that the city is completely back to normal; it will be well worth it in the end.

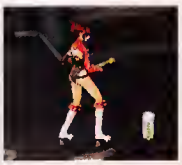


# Items

**Most of the following items can be bought at the vendors in town, but the best items can be discovered deep in the dungeons.**

## Energy

These items will restore your health when you are running low. There are four different strengths:
**Energy Drink**—Restores 100 HP
**Energy Boost**—Restores 200 HP
**High Energy**—Restores 400 HP
**X-Energy**—Restores full HP



## Coolants

Coolants will reduce your MT gauge (heat gauge). There are three different types:
**Coolant**—Reduces your MT gauge by 30%
**High Coolant**—Reduces your MT gauge by 60%
**X-Coolant**—Reduces your MT gauge to minimum

## Cures

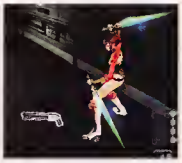
If you happen to be infected with an abnormal status such as "Poison" or "No Attack," the cures will restore your status back to normal. There is a specific cure item for every abnormal status. There's also a pricey "X-Cure" to remove any abnormal status that you might have, if you care to spend the money.

# Items

## Materials

Materials are used to upgrade your weapons. If you take your weapons to the knife dealer and select the "Combine" option, you'll find out which materials can be used to upgrade the highlighted weapon. For example: Force Blade + Heat Stick + Army Cloth + TM Card + Device P-13 + 60,000 gold = Flare Slash. If you have the right materials and the cash, he will upgrade your weapon on the spot. You will only be able to get the materials inside dungeons—they cannot be purchased.

## Weapons



The weapons that can be bought from the town vendors are fairly decent. However, the best weapons are the rare ones that are discovered in dungeons. Be sure to search every room of each dungeon and keep your eye out for unusual weapons.

## Upgrades

Upgrades can only be found in the dungeons. You can find Boosters (AT, DF, HP) that will permanently increase your vital stats or Combo Upgrade Parts and SPM Upgrade Parts that will increase your combo chains and make your special moves more effective.

## Radar

A Radar can really make a long, boring level go fairly quickly. There's a Key Radar which reveals the location of the teleporter key, and the Exit Radar which shows you the room where the teleporter is. Try not to use these too often, though; you'll lose valuable experience points and you might end up in a place where the enemies are just too strong for you.

## Misc. Items

• Recorders will allow you to save the game within a dungeon; very convenient. Recorders can only be found in dungeons and may not be purchased from vendors.

• Teleporters will automatically teleport you to the next floor, no questions asked. Like Recorders, Teleporters cannot be bought from vendors.

• Returners will teleport you back to headquarters safely. Use the Returner when you or your weapons are in bad shape inside a dungeon and you believe that you can't complete the current quest. Always carry a Returner with you, just to prepare for the worst. Returners can be purchased from vendors.

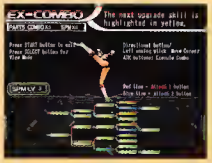
# A.R.M.A. Fighting and Basic Training

**This section will show you the properties of the A.R.M.A. Humanoid weapons as well as some basic fighting techniques. Please read through this section before you activate your chosen Humanoid.**

## Overheating

Below your health meter is your MT gauge, or heat gauge, which will monitor how hot your body core is getting. Performing any kind of action, from running around to fighting and blocking, will cause the MT gauge to rise. Certain actions will make the MT gauge rise at a much faster rate; these include use of the Absolute Field, use of evade moves, use of the SPM move or critical attack and carrying/using dual weapons. When your MT gauge reaches 100%, your Humanoid will start to overheat. During the overheating period, your attack power will be doubled, but your defense will be reduced by 50% and you will constantly lose health points. When the overheating period ends, your health meter will be dropped down to 10% of your maximum health. If carefully moderated, intentional overheating can be used to your advantage in boss fights, but it's way too dangerous to allow yourself to overheat while fighting on the dungeon floors. A few random hits from a room full of enemies could spell disaster for your Humanoid when he or she is overheating. Make sure that you always monitor your MT gauge and keep your core temperature at a safe level. If it runs too high, use some Coolant to lower it back to normal.

## Combo Chart




Each weapon has its own unique Combo Chain Chart which you can upgrade when you reach specific levels. This Combo Chart is found in the computer base just next to the teleporter. While accessing this feature, you can practice your chain combos for each weapon and see which one suits your playing style. The chart will also show you each hit of the chain and mark the Major Damage hits (outlined in red boxes) and Guard Break moves (blue boxes). As you level up and find Combo Upgrade Parts, you can return here to unlock a new part of the combo to expand the amount of hits per chain. I strongly recommend that you constantly check up on your combos to see if some are available for upgrading. Always try to keep your main weapon combo string updated for maximum efficiency.

## SPM Moves

SPM Moves are special moves that can be used to get yourself out of a bad situation. To activate your SPM Move, press △. Each weapon type has a different SPM Move which can be upgraded up to Level 3 by use of the Combo Chart program and rare SPM Upgrade Parts. When an SPM move is used, your MT gauge will take a big hit, so use these moves sparingly. SPM moves are also not very effective when used offensively. They should only be used to interrupt an enemy's combo or to break an enemy's guard.

## Absolute Field

Unleash an Absolute Field by pressing ✕ + ○ or □ + ○. An Absolute Field will ravage the entire room and send all of the enemies flying to the floor. This technique is great for clearing rooms quickly, but it comes with a high MT cost. Save yourself some Coolant and only use this powerful maneuver for the rooms that house troublesome foes.

# Dungeon Survival Handbook

**This is your last-minute Q&A guide on what to do before you explore the dungeons ahead. I'll try to answer the most common questions about dungeon preparation, progression and overall survival.**

### Q. What should I take with me on my dungeon trips?

**A.** You should always buy as much Energy and Coolant as you can, usually five of each type available...and buy a Returner just in case the mission goes south. If the dungeon you're about to enter has a lot of poison elements, take some Poison Cures as well. Finally, be sure that you have one or two weapon replacements in case your main weapon starts to become damaged. All of the other abnormal status types are not worth bringing a cure for.

### Q. When should I save?

**A.** Save often, save always! The best rule of thumb is to save every time you enter or exit the main dungeon teleporter. If something bad happens in the dungeon, (like losing or breaking a very valuable weapon), or if your main character gets knocked out, you can always reset the game and restart from the dungeon entrance. Some call this cheating; I call it strategy.

## Critical Hit

A Critical Hit is accomplished when you strike an enemy in the back without them being alerted to your presence. The enemies in a room will usually be well aware of your presence, but every once in a while you will see a soldier pacing back and forth with his back toward you. If you notice this, take the opportunity to strike him in the back for a quick one-hit kill!

## Counter Attacks

To Counter Attack, hold down the Guard button **(R1)** and wait for the enemy to strike you. As soon as you see that the strike has been blocked, hit □ or ✕ to counter. If you've done it correctly, you will interrupt your guard and strike with an attack that sends your opponent flying away from you. The Counter Attack is fairly safe and easy to do, and it does a great deal of damage, which makes it a fantastic tool for beating some of the dungeon bosses with ease.

## Evading

As with Counter Attacks, you will not be using evasive maneuvers very often while clearing the dungeon floors...but Evading is essential for defeating bosses without receiving grave injuries. While Evading, you will be invincible from any attack for a very small amount of time—but you will be unable to move for a short period after the evade as well, so timing is very important. Only attempt to use the Evade technique when you know the oncoming attack is unavoidable.

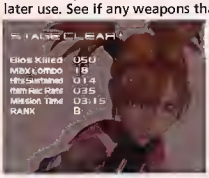
### Q. What should I do if my weapon becomes damaged?

**A.** If you're fighting in the dungeon and your main weapon becomes damaged, immediately pause the game and equip another weapon in its place. Weapons that are damaged can be broken if you get hit by a good combo while the weapon is equipped. Your weapons are too valuable to lose this way. If one of my "super weapons" breaks, I always reset the game and try again from my last save point.

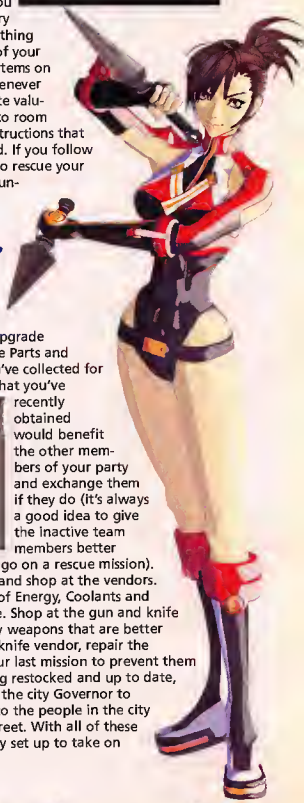
### Q. Got any tips for rescuing teammates?

**A.** When one of your characters is down for the count, you will have a chance to rescue them and save all of the items that they have collected—but you'll be operating under a strict time clock, so you must be quick. The first thing you should do before you enter the dungeon for the rescue is to save the game; if you fail, you can always reset and try again. Once inside, focus on nothing else but reaching the location of your partner quickly. Do not collect items on the way and avoid enemies whenever possible; fighting will only waste valuable time. Just run from room to room while listening to the audio instructions that tell you where they are trapped. If you follow these tips, you should be able to rescue your teammates from the deepest dungeons with time to spare.

### Q. What should I do after I beat a dungeon?




**A.** After clearing a dungeon, you should first save the game. Head over to the warehouse section of your garage and store all weapon upgrade Materials, Combo/SPM Upgrade Parts and unnecessary valuables that you've collected for later use. See if any weapons that you've recently obtained would benefit the other members of your party and exchange them if they do (it's always a good idea to give the inactive team members better weapons, in case they need to go on a rescue mission). Now venture out into the city and shop at the vendors. Buy your standard survival kit of Energy, Coolants and Returners as mentioned before. Shop at the gun and knife vendors to see if they have any weapons that are better than your current one. At the knife vendor, repair the weapons that were used in your last mission to prevent them from breaking. With everything restocked and up to date, give your remaining money to the city Governor to improve the shops. Next, talk to the people in the city to find out the word on the street. With all of these steps taken, you should be fully set up to take on the next dungeon.



# Dungeons

**The dungeons in *Crimson Tears* are randomly generated. Every time you enter a dungeon—even if it's a dungeon you just completed—the layout will be completely different from the last time you visited. Luckily, the game comes equipped with a very simple automapping system, making it easy to keep track of where you've been and where you need to go. This section will label each dungeon's floor layout, enemy types, environmental dangers and boss battles.**

## 1. Water Processor

**Floor Layout**
Four basement floors, Boss on B4

**Environmental Dangers**
***Poison Clouds***—Watch out for these puffs of poisonous gas coming from the floors. If you step into one, your health will slowly dwindle down until you use a Poison Cure or until the poison wears off.

**Notable Enemies**
***Zombies***—Most of the enemies in this dungeon are pretty easy and are of no real threat to you. The only enemies you should worry about are the Zombies. If stricken by the undead, you may catch a poisonous virus that drains your life.

**Boss** **Liquid Assassin: Nereus**
This boss is pretty tough for being the first one in the game, but there is an easy way to beat him by overheating. When the fight starts, use Absolute Field to knock him down and cause yourself to overheat. The boss will disappear; wait for him to reappear close to you and thrash him with a combo. With your overheat attack bonus, you should be able to take 60-70% of his health with one combo! When he disappears again, use a coolant and fill your energy gauge up if you have lost over 100 health points. Nereus will then appear in the corners and try to gun you down from afar. Use another Absolute Field to disrupt his attack and go into overheat once again. The next time he appears, rush him down and end the battle with one final combo.

## 2. Derelict Mine

**Floor Layout**
Four basement floors, Boss on B4

**Environmental Dangers**
***Falling Roof Slabs***—These do not do much damage individually, but after getting slammed by several of them, you'll be wondering where all of your energy has gone. Look on the floor for the darkened, discolored areas to see where the roof slabs are about to fall. If you avoid walking next to these areas, you will avoid the damage; it's as simple as that.

**Notable Enemies**
***Cargo Movers***—Cargo Movers will hurt you badly if you get trampled by one. Luckily, they telegraph their attacks by turning red before rushing you down. Simply move out of the way when they go on a red rampage.

**Boss** **Mighty Destroyer: Talos**
This behemoth seems unstoppable—when you attack him, he just replenishes his life! What should you do? If you look around the outskirts of the level, you will find a small robot hiding in the corner. This robot is what's giving Talos its infinite life. Once you locate the robot, attack it until it disappears. Keep roaming the perimeter to find the small robot again while avoiding Talos. Use your Evade move to dodge the big guy's earthquake slams. Once you destroy the small robot, you will deactivate Talos and end the fight.

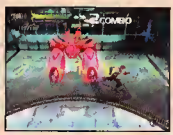
## 3. Metal Processor

**Floor Layout**
Four basement floors, Boss on B4

**Environmental Dangers**
***Hot Zones***—While in a Hot Zone, your MT gauge will rise quickly. If you encounter a Hot Zone, run past all of the enemies in that room and progress on. Don't hang around in the Hot Zones and fight unless the Teleporter Key is in the same area.

**Notable Enemies**
***Prototypes***—These guys are tough in every way. They will often attack in large numbers, you can't hurt them with melee attacks and they will easily damage your weapon if you get caught in one of their combos. Their only weakness: bullets! You can also damage them with Counter Attacks and SPM Moves, but shooting them is much easier, especially if you do it from a safe distance.

**Boss** **Flame Citadel: Prometheus**
First, make sure you are not using any type of "Heat" weapon. If you are, unequip it and use something else (a freeze weapon would be very nice!), or don't use any weapon at all. Prometheus will start the match by levitating the boxes that are scattered in the room. Approach him and pound away from the side. After a few hits, Prometheus will fly up and slam down on the same spot; use your Evade move to avoid this attack and keep pounding away. After a short time, move away from Prometheus and avoid the falling boxes that were floating from the start of the battle. Move toward his side once again and repeat this process. Use Evade to dodge his melee attacks and remember to move away from his side periodically to avoid the boxes. Keep cool (literally) and chip away at his side until Prometheus goes down in flames.



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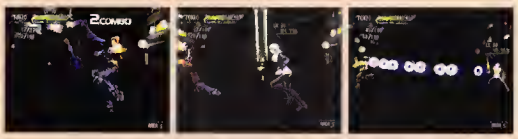
## 4. Sealed Zone 10

**Floor Layout**
Five areas, Boss in area 5

**Environmental Dangers**
*Land Mines*—These pesky obstacles will be scattered throughout the entire area. Running into a land mine will cause a small amount of damage to you and the surrounding area. It is sometimes difficult to maneuver around some minefields, especially when running south. Instead of trying to run past the mines and risk damage, shoot the mines from a distance to clear a path before you move on.

**Notable Enemies**
*Phantoms*—Smart, fast and dangerous, Phantoms like to surround you and attack from all sides. They will first power up their attack and then charge at you with a mighty swing. If you get nailed by one of their blows, be prepared to immediately refill your energy; eating another will probably incapacitate you.

**Boss** **Humanoid Bio-Weapon 4: Abel**
Be sure to bring some Energy with you, because Abel can be tough—all of his attacks are unblockable and hard to evade. If you use this simple attack pattern, you will be able to minimize Abel's effective attacking power: Run up to him and do the simplest possible combo chain that knocks him down (such as Tokio's punch/kick combo). If you stand over Abel's body when he's down, you will be hit by an unblockable attack, so run away and wait for him to get up. When he does, run up and knock him down again with the same combo. Keep repeating this until he gets below 50% health. At this point, he will add a unblockable homing projectile attack to his repertoire of moves. Avoid this attack by strafing from far away. After the coast is clear, move in and knock him down with the same easy combo. Several repetitions of this will send Abel to an early grave.



## 5. Expressway JC 10

**Floor Layout**
Four areas, Boss in area 4

**Environmental Dangers**
*Detection Spotlights*—The spotlight is really nothing to worry about. If you happen to run into it, your presence will become known and you will not be able sneak up on enemies for a Critical Hit for as long as you are "visible." Big deal, right?

**Notable Enemies**
*Gunners*—The only tough guys in this dungeon are the Gunners. They have a spread shot and a homing grenade that take off a scary amount of energy, so be cautious. A weapon with a Thunder attribute will melt these guys like butter in a microwave.

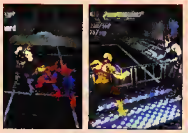
**Boss** **Roadside Predator: Erebus**
Erebus is a great projectile fighter; he will beat you quickly if you are unable to close the gap and approach him. The trick is to knock him down once and never let him up until he is toast. You must first chase him down in order to strike. When you finally catch up to him, lay him down with a deadly combo. After he falls, stand over his body and block. Erebus will stand up with an attack; you can either Counter Attack or keep blocking. The point of this is to not let him put any distance between the two of you. If he happens to get away and you're forced to dodge some projectile attacks, use strafing motions and your Evade move to try to close in quickly without getting hit. Now get close and put him on the mat again. Keep pounding Erebus without letting him run away and you'll have this fight in the bag.

## 6. Air Con System

**Floor Layout**
Five basement levels, Boss on B5

**Environmental Dangers**
*Monsters*—The real dangers of this dungeon are the powerful enemies inside. These weapon-breaking baddies will make you wish you didn't have to bring your precious weapons with you to survive.

**Notable Enemies**
*Chimeras, Birdmen*—Chimeras and Birdmen may not seem very powerful, but they are the #1 weapon destroyers in the game. One clean combo from them and your weapon will snap into pieces, never to be used again. What's worse is that they are in almost every room in this dungeon! The best way to handle them is to gun them down on sight. Do not allow them to get close enough to fight you and possibly damage your weapons.



**Boss** **Avian Transformer: Aeolus**
Aeolus only has one dangerous attack, and he only uses it sparingly. As long as you know when it's coming, you shouldn't have any problem avoiding it. When the fight begins, use an Absolute field to overheat yourself. Charge Aeolus and inflict as much damage as you can, then use a Coolant and back off as soon as you see the green smoke surround him. Aeolus will now separate into an upper and lower half. Use Absolute Field again to overheat and take out the lower half (the legs), which can be done with one combo. When you see that the legs have no health, quickly use a Coolant to stop overheating and avoid the deadly laser blast from Aeolus' upper half; it will kill you if it hits while you're overheating. After the blast, Aeolus will merge back together and the process will repeat. Repeat the same steps and Aeolus will soon be pushing up daisies!

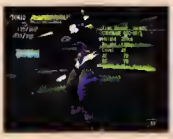
# 7. R&D Facility

**Floor Layout**
10 floors, Bosses on Floor 5 and Floor 10

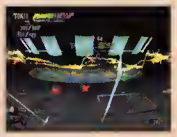
**Environmental Dangers**
Surprise! There aren't any environmental dangers in this dungeon. The enemies in the dungeon, however...well, that's another story.

**Notable Enemies**
*Borgs, "Matrix Guys"*—These two character types are the toughest dungeon enemies that are in the game. They are both invulnerable to bullets, so your guns will be useless against them. There isn't an easy trick you can use to beat them; just use the melee techniques you've been practicing throughout the game and best them in an all-out brawl.

**Boss (Floor 5)** Time Reaper: Hermes
This is the first of two boss battles in this dungeon. Luckily, Hermes is the easiest boss in the game. All you have to do is to use Absolute Field to overheat yourself, then beat him down with melee attacks. Two or three combos while overheated will finish Hermes in no time.



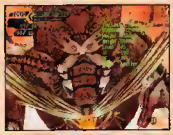
**Boss (Floor 5)** Eden
Eden is a very tough opponent. She is most dangerous from a distance. Smother her when you can, and get the most damage out of every attack. When the fight begins, use Absolute Fields to overheat. While she's on the ground, stand over her body and block; Eden will then wake up with an attack. You can either Counter Attack or just guard and attack afterwards. After a while, Eden will hide behind an electric wall while throwing powerful projectiles at you. The only way to avoid these is to use your Evade maneuver twice (one right after the other). The timing is very precise, and it might take you a few tries before you get it right. After the electricity wall comes down, rush at her again and knock her down with an Absolute Field while overheating yourself, repeating the process as before.



# 8. Dimension R&D Lab

**Boss (Floor 1)** Liquid Assassin: Nereus
**Boss (Floor 2)** Mighty Destroyer: Talos
**Boss (Floor 3)** Flame Citadel: Prometheus
**Boss (Floor 4)** Roadside Predator: Erebus
**Boss (Floor 5)** Avian Transformer: Aeolus
**Boss (Floor 6)** Time Reaper: Hermes
**Boss (Floor 7)** Eden
**Boss (Floor 8)** The Last Wildcat: Lana

Defeating Lana is very simple, but it requires great timing. Charge the center of her body and pound away. After about four hits, you'll see a red glow in the center of her body. Use your Evade move; Lana is about to release a fire ring that will push you away from her. If you Evade at the right instant, you will go through the ring and keep your position. If the fire ring hits you, dust yourself off and rush back into the fight. Lana is much more dangerous when you're far away, so stay with her as much as you can. Continue hitting Lana's body and avoiding the rings until you've defeated her.



**Floor Layout**
This dungeon is filled with all of the bosses of the past. Each floor will have a boss that you have faced in earlier dungeons. These bosses behave in the exact same way as the ones before, and therefore can be beaten with the exact same techniques. When you reach the top floors, you will encounter two new bosses, so make sure you're filled up on Energy, Coolants, Resurrections and weapons; this is the point of no return!

**Boss (Floor 9)**
**Ultimate Bio-Weapon: Vixor**
Vixor has three attack modes that he continuously cycles through, and he can only be hurt while he is in the second phase. The only way you can defeat him is to survive his attacks.

**Attack Mode 1:** Vixor will charge up his body and release a blast into the air. A few seconds later, the screen will flash just before the blast hits you on top of your head. Wait for the flash and use your Evade move to dodge the attack. You cannot hit Vixor in this mode, so just focus on dodging the blast.

**Attack Mode 2:** After the blast, Vixor will summon Prototypes to hunt you down. Vixor is vulnerable to attack during this phase, so inflict as much damage as you can. When Vixor starts to levitate, it's time to back away and take cover.

**Attack Mode 3:** Vixor will fly up into the air and shoot several white energy balls that home in on your position. Get far away from Vixor and wait for the balls to come. When they get close, strafe in either direction to make the balls loop around you and explode. Between each energy attack, use your guns to take out the Prototypes before they start piling up. Vixor cannot be attacked during this phase, so you must keep your distance to avoid his attacks. When Vixor comes down from levitating, he will begin Attack Mode 1 again. Get close to Vixor during the transition so you'll have a better visual cue for the air blast and be in good position to attack when he enters Attack Mode 2.

## Bonus Dungeon?

After you beat the game, you will have an opportunity to save your game with an "All Clear" designation. When you load this file, you can access a secret dungeon that awaits only the strongest of challengers. To enter this dungeon, you must strip your character of all items except for the weapons you've equipped. Now go to talk to the city Governor; he will take you to the secret dungeon for a small fee. Inside the dungeon are all of the creatures that you have fought in the past—but they're all at Level 99! Equipped with only the weapons by your side, can your Humanoid handle the most challenging dungeon it has ever faced?

# DRIV3R

by Pat Reynolds

When the original *Driver* appeared on the PlayStation in 1999, it introduced gamers to a fully-realized city and gave them the freedom to drive anywhere and explore as they saw fit. Later games such as *Grand Theft Auto III*, *The Getaway* and *True Crime: Streets of L.A.* would take the idea of free-roaming gameplay even further. Now the wheelman returns with *DRIV3R* (which I assume is pronounced "Driver Three"). This time, undercover cop and expert driver Tanner is tracking a ring of car thieves from Miami to exotic locales like Nice, France and Istanbul. Tanner will need to use all of his driving skills to outmaneuver the bad guys. As you play through the Undercover missions, you'll undoubtedly run across some of the hidden surprises deposited around each massive city. This guide will help you to collect them all and show you where to uncover the coolest stuff in the game. I'll also give you some tips for mastering the basics of gameplay.

## DRIVING TECHNIQUES

In *DRIV3R*, you'll often need to get from one location to another quickly, or chase an enemy vehicle down. Learning some basic driving techniques will help you accomplish these missions. I recommend using the "Take a Ride" mode—with the "Police" option turned off—to spend some time practicing your driving skills. When you can successfully negotiate turns and avoid collisions while speeding through the city, you'll be ready to hit the streets for real!

### Cornering

The ability to negotiate corners while maintaining speed is crucial; you'll need to master it early in the game if you want to succeed. The best way to take a corner is to start your turn just as you go past the street you're turning onto, tap the handbrake as you turn hard in the direction of the street to swing your car around, then quickly steer hard in the opposite direction of your turn to straighten out again. This technique will take some practice, but mastering it will allow you to stay on the tail of an enemy car without losing ground or to evade any enemy vehicles that are chasing you.

### 180° Turn

If you hit a dead end or need to turn around quickly and head back the way you came, the 180° turn is the fastest way to accomplish this. You'll need to be driving at a good speed, then simultaneously turn hard in either direction and hold the handbrake button. Your car will spin around to face the direction from which it came. This maneuver will bring you to a complete stop, but you'll be perfectly positioned to quickly reverse your direction and continue with the mission. This technique is useful for evading pursuing police cruisers, as your sudden change of direction will often surprise them and force them to waste time reversing their vehicles to continue the chase.

### Alternate Transportation

In addition to the expected assortment of four-wheeled transportation, Tanner will also be able to drive boats and motorcycles. While boats will ultimately play a relatively small role in your *DRIV3R* experience (most of the action takes place on terra firma), motorcycles offer some advantages over other vehicle types. They're faster than most cars, they can turn quickly without losing as much speed and their small size lets you easily zip between other vehicles and avoid collisions much easier. When making tight turns you won't need to use the handbrake at all (in fact, using it during turns will generally bring your bike to a halt); just tap the brakes slightly. However, for all of the advantages, the motorcycles have one big disadvantage: If you do crash, Tanner will fly off the bike, hurting himself and costing you a lot of time, which can easily result in mission failure. If you want to use motorcycles, it's in your best interest to spend some time in "Take a Ride" mode practicing on them.

## TANNER'S WEAPONS

*DRIV3R* isn't just about being the wheelman anymore. Tanner can get out of the cars and do some running and gunning—and Undercover mode will force you to do quite a good amount of it. It's a good thing, then, that Tanner has access to an arsenal of weaponry that would make any special ops soldier green with envy. During missions in Undercover mode, Tanner is able to pick up any weapon dropped by defeated enemies. Here's the rundown of weapons and some tips for using each of them.

### 9mm Automatic

**Ammo capacity: 17**

This is Tanner's default weapon. It's not the most powerful gun in the game, but it does have limitless ammunition, and you'll need to rely on it for several missions until you gain access to better, more powerful weaponry. The 17-round clip is very nice. This gun is good at close to medium distance.

### 9mm Automatic (Service Issue)

**Ammo capacity: 10**

Although this handgun holds fewer rounds in its clips than Tanner's standard sidearm, it causes more damage on impact, making it ideal for taking down tough enemies.

### Silenced 9mm Automatic (Service Issue)

**Ammo capacity: 17**

This handgun is exactly the same as the Service Issue 9mm, but with an attached silencer. It's exceptionally useful for missions where you need to sneak into heavily guarded buildings without alerting the enemy to your presence.

### 12-Gauge Shotgun

**Ammo capacity: 8**

Ideal for high-impact, close-range stopping power, the shotgun will drop a human target in a single shot. It's also excellent for disabling vehicles—a few shots to the hood is enough to bring most cars to a dead stop. If the shotgun has any weakness, it's medium- to long-range combat—you're just not going to hit anything more than a dozen feet away, so be sure to have a backup weapon on hand for situations that call for dealing with enemies at long range.

### Grenade Launcher

**Ammo capacity: 1**

The grenade launcher is an anti-vehicle weapon, pure and simple. It will destroy or disable any vehicle in one shot, usually killing any passengers as well. It's extremely inaccurate—the grenade will bounce and roll along the ground, ricocheting off walls and other obstacles. But the blast radius is a good size, which means that you can also fire it into buildings to be sure no enemy resistance is waiting for you when you enter. One caution: Be sure you're nowhere near the grenade when it explodes. If you see it ricochet back toward you, run the other way!

### 9mm Machine Gun

**Ammo capacity: 30**

This rapid-fire machine gun loses some accuracy at medium to long range, but is perfect for close-quarters battles against several enemies. At anything longer than short range, fire in short, controlled bursts for better accuracy.

### 9mm Machine Pistol

**Ammo capacity: 32**

With 32 rounds per clip and a very speedy reload rate, this gun is ideal for situations where Tanner is greatly outnumbered. It's even good at longer ranges, although you'll want to fire in short bursts to maximize accuracy.

### 9mm Machine Pistol Rapid Fire

**Ammo capacity: 60**

This amazing weapon has the highest ammo capacity in the game: 60 rounds per clip! However, the tradeoff for the ability to sling around 60 bullets in mere seconds is a severe lack of range. Bring this weapon out when you need to clear rooms in enemy hideouts and other buildings.

### Assault Rifle

**Ammo capacity: 30**

This is the best long-range weapon in the game for both firepower and accuracy. It's basically an army-issue M16, ideal for capping enemies at extremely long range and just as useful at close and medium range. The assault rifle's 30-round clip and improved aim make it the best weapon in the game for dropping enemies at longer ranges before they even know you're coming.

# DRIV3R S3CR3TS

## Armories

Each city has a hidden armory that won't unlock until you've wasted the ten Timmies in that city. The armories store all kinds of weapons, ammunition and health packs, once unlocked, the armory can be visited whenever you need to stock up.

## Secret Cars

You can also find three secret cars in each city. Cleverly hidden, these vehicles range from the nearly-useless and silly (like the forklift or go-kart) to cars that rank among the best in the game in terms of speed and handling. Each of the following three sections of this guide will include the locations of the secret cars for the respective city. Once you've found a secret car, it will be available to you in the "Take a Ride" mode.

## Timmy Vermicelli

Each of the three cities in *DRIV3R* is home to ten hardened criminals who all have the same name: Timmy Vermicelli. To unlock the secret mini-game in each city, you must locate and kill all ten Timmies. This is not an easy task; the Timmies are usually well-hidden and will open fire with their assault rifles as soon as they spot Tanner approaching. Be sure you have the proper weapons in your arsenal before you go Timmy hunting. On the next few pages, I'll show you where to find all 30 Timmies and unlock the corresponding mini-games. I've included sections of the game map showing the location of each Timmy as well; the white dot on each map marks the spot. Good luck!

## Miami Secrets

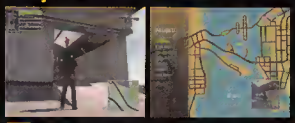
**Sun-drenched Miami contains sprawling urban and suburban areas with many expressways and bridges connecting them all together. It's also got large bodies of water, making travel by boat not only possible, but sometimes necessary for reaching distant locations quickly. This section will show you where to look for the ten Miami Timmies, how to unlock the "18 Wheeler Anarchy" mini-game and where to find Miami's three secret cars.**

### Timmy Vermicelli Locations

**#1** You'll find the first Timmy in the backyard of the house directly across the street from Tanner's place in South Pointe Park. His attention is focused on the large bush in the corner of the yard, so you should be able to get a few shots in before he opens fire.

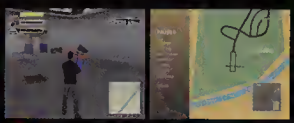
**#2** In the middle of the gulf west of South Pointe Park is a collection of rundown buildings built on the water. It doesn't appear on the map, but the building where this Timmy is hiding out is positioned exactly on the dot of the second "I" in "Miami." You'll need a boat to get out there.

## Timmy Vermicelli Locations

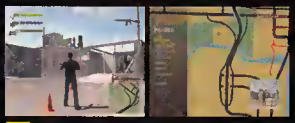


**#3** You'll find this Timmy in the boathouse at the southwestern tip of the small island to the northwest of South Pointe Park. You can get there by car (via the bridge on the west end of the island) or by boat. Timmy is standing on some scaffolding inside the boathouse.

**#4** Look for an open garage near the top of the southern elevated train line to find this Timmy. Also of note: The secluded parking lot nearby contains some choice vehicles.



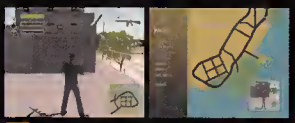
**#5** To the west of the southernmost area of Coral Gables, look for an uncharted path through the trees to find an access tunnel that runs underground and leads to a courtyard. Take the stairs up to find an open door with a sign that reads "Gate Control" posted next to it. Timmy is waiting for you inside.



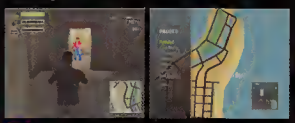
**#6** Look for this Timmy at the construction site just south of the expressway interchange in the downtown area. He's standing on the roof of a building there.

**#7** Head to Little Havana and enter the Orange Bowl stadium to locate this Timmy. He's in the access tunnel at the far end of the stadium, hiding behind an overturned vending machine.

**#8** Timmy is camped out in the northern section of the downtown area. He's near a house in the area where the streets are being worked on, making him tough to reach by vehicle. Hoof it over the construction barriers and you'll find him waiting for you.



**#9** At the southern area of Coconut Grove, look for a building with an access ramp to the second floor. There, find the garage door marked "A1" and open it to reveal the hiding Timmy.



**#10** This is probably the best-hidden Timmy in Miami. Head to the Gold Coast hotel in Miami Beach. Around the back of the hotel you'll find a fire escape that leads to a door on the second floor. Inside is a staircase which you can use to reach the roof. Go to the far side of the roof (near the Gold Coast Hotel sign) and enter the door there. You'll see an elevator door. Walk up to it and get ready—the elevator will deliver the Timmy right into your hands.

### Armory

After you've dispatched all 10 Miami Timmies, the location of the hidden armory will appear on the map. It's in the backyard of a house in Coral Gables. Inside the armory, you'll find weapons, ammo and health packs!

### Mini-Game: 18 Wheeler Anarchy

Kill all 10 Miami Timmies and enter the armory to unlock "18 Wheeler Anarchy" mode. This mode replaces the police with Timmy-driven 18-wheelers! How long can you survive the fury of these big rigs? For even more fun, try grabbing a motorcycle and seeing how long you can outrun the trucks before one of them plasters you across the pavement.

## Secret Cars

• **Go-Kart**
Head to the Gate Control room south of Coral Gables (where you found Timmy #5) and activate the gate control. This opens the gates in the courtyard below, and a second set of gates in the area beyond. Go through the gates to find the hidden go-kart track. The go-kart is waiting near the starting line, and driving it out onto the track will automatically start a go-kart race.

• **Velocity Turbo**
This sporty convertible is parked in an alley in the same general area as Timmy #6. The best way to find it is to walk along the street that runs parallel to the river and look into the alleyways opposite the river.

• **TT Cuatro Superpower**
Look for the small island that connects to the middle bridge running between the mainland and the large island. Follow the road to the house at the end and the garage door will open, revealing this powerful sports car.

# Nice Secrets

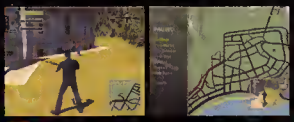
Nestled on the French Riviera, the city of Nice is a popular tourist location because of its beautiful scenery and welcoming climate. Travel from one end of the Nice map to the other is made easy thanks to the expressways that run east-west through the city. Use this section of the guide to find all 10 Nice Timmies, reveal the secret cars and open the Nice armory!

## Timmy Vermicelli Locations

**#1** In "Take a Ride" mode, choose the far west starting point and you'll find this Timmy on the second floor of a building just east of the Saint Laurent Du Var listing on the map. Look for the staircase on the outside of the building that leads to the second floor.

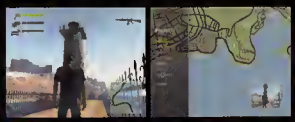
**#2** Timmy is hiding out in the tower at the airport. Look for the ladder leading to the top of the tower and get ready for a very long climb! It's worth it, though; Timmy has no place to run and you'll soon be adding another defeated Timmy to your collection.

**#3** You might need to get wet to nail this Timmy, who's hanging out on the bank of the river to the north (near Saint Augustine on the map). Jump in the river and swim around the bend. You'll find Timmy on the north bank, just on the other side of a large rock formation.

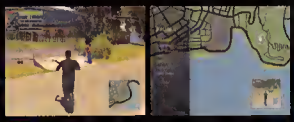


**#4** Head to the cathedral near the main central area of the city (it's due north from the "Nice" marker on the map). Timmy is standing near the east side of the cathedral, waiting to be wasted.

**#5** Along the road that runs along the water near the Baies Des Anges, look for a building with a side that forms a ramp leading to the rooftops. Drive up onto the roof—you'll drop through some rotted boards and into a room where Timmy is hiding. You can also enter this room from the streets via the front door (it's the building to the left of the "Municipal" storefront) but it's much more fun to "drop in" unannounced.

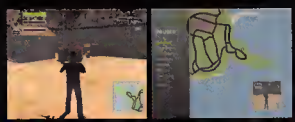


**#6** From the location of Timmy #5, continue driving east along the street. Where the street curves north, look for a pier with a lighthouse at the end. Timmy is standing atop the lighthouse. You can take him out from the ground if you have a suitably powerful weapon, or climb the ladder to the top for a face-to-face battle.

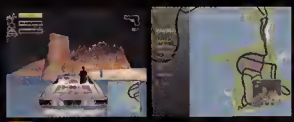


**#7** From the lighthouse, return to the road and follow it to the north. Look for the path leading up the hill to the west and follow it to the small park at the top. Timmy is hunkered down in a gazebo on the lawn. A large bush blocks his view of your approach, so you can surprise him and get a few shots off before he has time to grab his gun.

**#8** At the northeasternmost point of the map is a quarry—you can access it by driving up and over the large hill on its west side. Timmy is hiding in a natural bowl formation in the middle of the quarry.



**#9** Head to the southeastern tip of the map, to the fenced-in compound there. You'll need a vehicle capable of plowing through the main gate (any car will do the trick). Inside the compound, you'll find Timmy hiding out in a large crate in the corner.



**#10** On the southeastern peninsula, head for the northwestern section. Make your way down to the beach and grab a speedboat. Drive the boat into the nearby cave to find the last of Nice's Timmies. This Timmy is particularly dumb—he'll walk toward your boat and right into the water. Timmies can't swim, so he'll obligingly float there until you either shoot him or run over him with the boat. Either way, scratch one Timmy.

## Armory

When all ten Nice Timmies are defeated, the Nice armory will unlock. Look for the blue dot on the map to find the location of the medieval castle that contains this armory.

## Mini-Game: Fugitive Mode

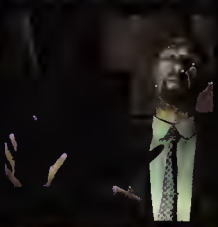
When you enter the Nice armory, you'll unlock the "Fugitive" mini-game. In this mode, all civilians have weapons...and they're all after you! How long can you run when everyone in the city is armed and hunting for you?

## Secret Cars

• **Dolch Schub**
This classic coupe is waiting for you at the airport. Find the fire station to the east of the main airport area and walk toward the left door. The garage door will open, revealing the secret car!

• **Camper Van**
If you need to scream "Flower power!" while tooling around the city, this is your vehicle—the '70s-style van is covered with graffiti of flowers, rainbows and peace signs. Head to the very top of the hill at Cagnes Sur Mer to find this retro-cool van sitting in an open garage.

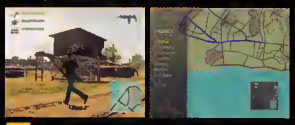
• **Forklift**
Go to the peninsula at the southeast point of the map. You'll find a small compound there, with a two-door garage. Walk toward the garage and the doors will open, revealing the forklift!



# Istanbul Secrets

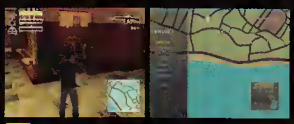
**Once called Constantinople, after Rome's Emperor Constantine, Istanbul is an ancient city that can trace its origins to several centuries B.C.! Home to many exotic mosques and other interesting architecture, Istanbul is a blend of old and new, with modern expressways and buildings sitting side-by-side with ancient ruins and historic locations. This section of the guide will show you where the 10 Istanbul Timmies are located, as well as the secret cars and armory.**

## Timmy Vermicelli Locations



**#1** In the southwest section of the map is an abandoned trainyard. You'll find Timmy in the tower located there.

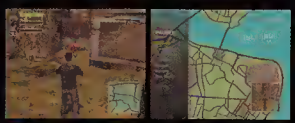
**#2** Find "Topkapi" on the map. Just northeast is a building with a blown-out second story that's accessible via fire escape. Head up the stairs to locate this hiding Timmy.



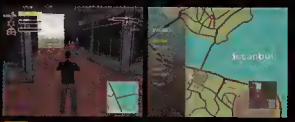
**#3** Timmy is lurking in the basement of the bathhouse located just west of Sultanhamet on the map. Enter the building through the door at street level and make your way to the basement to find him.

**#4** This Timmy is deviously hidden, right under your nose in the Istanbul safehouse on the southeastern area of the map. Inside the safehouse, go to the third-floor kitchen and shoot the cabinet away from the wall to reveal a hidden alcove and the ubiquitous Timmy!

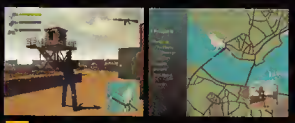
**#5** This Timmy has gone underground—literally! Find the public bathroom building across from the monastery just northwest of the safehouse where Timmy #4 was hiding, and follow the stairs down to a flooded chamber. You'll find Timmy somewhere in the large room.



**#6** Find the area of run-down houses just south of the eastern bridge; you'll discover this Timmy hanging around in one of the yards there.



**#7** Head for the eastern bridge to find Timmy #7. Find the stairs leading down to the area below the bridge, then look in the alleyway between the two buildings.



**#8** Take the eastern bridge to the north section of the map. Turn left at the first road and follow it to the end. Turn right and then enter the gate on the left leading to the docks. Near the waterfront, find the small tower. Timmy is hiding in the building on the tower.

**#9** This Timmy is hiding in plain sight, on the wharf just north of "Istanbul" on the map. From the street, go behind the buildings and drive or shoot through the wooden fence; you'll spot Timmy standing on top of a nearby building.

**#10** In Beyoglu West, find the nightclub and head inside. Timmy is upstairs in the office. He'll open fire on you from the window while you're still on the main dance floor—you can take him out from there with a decent long-range weapon like the M-16.

## Armory

When all ten of the Istanbul Timmies are defeated, the armory will unlock. Check the blue dot on the map to see its location. It's accessible from the road by the front door—look for the cow skull mounted above the door.

## Mini-Game: Infinite Mass

When you enter the Istanbul armory, you'll unlock the "Infinite Mass" mini-game. In this mode, your vehicle is impervious to damage, so you'll be able to plow through any other cars on the road with ease! Be careful with motorcycles, though—you'll still get thrown off of them during collisions.

## Secret Cars

- **Racer GT**

Just southwest of the Beyoglu West marker on the map is an industrial area with several large, run-down buildings. Look for the building with a large garage door and walk toward it to reveal the Racer GT.

- **Roadster**

At the docks, near where you found Timmy #8, check the cargo containers stacked in the area. One of the red containers is open-ended and contains this classic racing car.

- **Speedster**

The Speedster is located in the trainyard where the first Istanbul Timmy was hiding. Find the large train storage garages and you'll discover the car parked behind a purple cargo container.

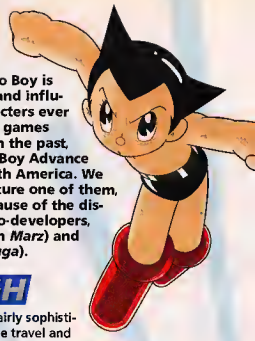
# DRIV3R CH3AT COD3S

**Need a bit of help getting through the game, or just want to mess around in "Take a Ride" mode with all the weapons and invincibility at your disposal? Enter the following codes at the main menu—you'll hear a chime each time you enter a code correctly—then select "Cheats" from the Options menu to toggle the effects on and off.**

| Name | PlayStation 2 Code | Xbox Code | Effect |
|---|---|---|---|
| All Missions | L1, R1, L1, L2, □, □, ○ | X, X, Y, Y, Right Trigger, Right Trigger, Left Trigger | All "Undercover" mode missions are unlocked |
| All Weapons | R1, L2, □, ○, R1, R2, L2 | Left Trigger, Left Trigger, X, Y, Y, Right Trigger, Right Trigger | All weapons are unlocked and in Tanner's possession (works for both "Undercover" and "Take a Ride" modes) |
| Unlimited Ammo | R1, R2, R1, R2, □, ○, □ | Right Trigger, Right Trigger, Left Trigger, Left Trigger, X, Y, Y | All weapons have unlimited ammunition (works for both "Undercover" and "Take a Ride" modes) |
| Invincibility | □, □, L1, R1, L2, R2, R2 | X, Y, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger | Tanner is immune to all damage ("Take a Ride" mode only) |
| Immunity | ○, □, L1, L2, R1, R2, □ | X, Y, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Y | The police ignore Tanner |
| All Vehicles | L1, L1, □, □, L1, R1, ○ | X, X, Y, Y, Left Trigger, Right Trigger, Left Trigger | All vehicles are available in "Take a Ride" mode, including the secret vehicles for each city |

by Ricky Bieniek

# ASTRO BOY
## OMEGA FACTOR



**Created by Osamu Tezuka in 1951, Astro Boy is one of the most beloved and influential Japanese comic characters ever created. Numerous Astro Boy games have been released in Japan in the past, but Sega's new PS2 and Game Boy Advance titles are the first to reach North America. We only have enough room to feature one of them, so we chose *Omega Factor* because of the distinguished track record of its co-developers, Hitmaker (*Crazy Taxi*, *Virtual-On Marz*) and Treasure (*Gunstar Heroes*, *Ikaruga*).**

## FORCE STATS

Each time you meet a new character, he or she may be added to Astro's "Omega Factor," a database of images representing each person or robot who has left an impression on Astro's robotic soul. You may also earn a stat point, which can be used to upgrade Astro's Force Stats in the following categories:

**Life**—Determines how much damage you can take from enemies. A higher stat means longer life. It's usually best to upgrade this stat early on...but see the "Difficulty" section below for one exception.

**Punch**—The higher your Punch stat, the more damage your punches and kicks will inflict on your enemies. Increasing the Punch stat will also increase the damage caused by the EX Dash.

**Laser**—Increases the power and thickness of your Finger Laser and Arm Cannon. A fully-upgraded Laser stat will also allow you to autofire the Finger Laser (by holding B) in the flying stages.

**Shot**—Your Machine Guns will be more effective if you power up your Shot stat; they will inflict slightly more damage, and enemies will remain stunned for a longer period of time.

**Jets**—The Jets stat determines how many times you can use your Jets in succession before landing. At the start you can use them once, and each upgrade adds one Jets use.

**Sensor**—In some places, upgraded Sensors will allow you to see through dark area, or discover a hidden person. Certain cutscenes may also be different depending on your Sensor stat.

Upgrading Punch, Laser and Shot will also increase the amount of points you'll earn from hitting enemies with those attacks.

## DIFFICULTY

Any player can breeze through the game at Easy difficulty, where the enemies' attacks do less damage, you start with 30 Super attacks and you can store up to 99 of them. In Normal mode, enemy attacks do more damage and your Supers are limited to five. The Hard difficulty is brutal; enemy attacks are extremely damaging, and you can only store three Supers. It's also much harder to earn additional Supers in Hard mode because your Super meter doesn't charge when you hit enemies with Super attacks! The Hard difficulty really forces you to make tough decisions about how to spend your stat points. For example, you'd think that it would be most important to power-up your Life, but some of the earlier bosses in Hard mode can kill you with just two hits, no matter how much health you have. It's much more important to upgrade the Laser stat when playing at the Hard difficulty setting. Sensor is probably the least important stat, because I'll be telling you where to find the hidden Omega Factor characters.

## GENERAL TIPS

• Astro is invincible while dashing. You can use the dash to go right through enemy attacks or to get over to the other side of a boss. You'll need to press A to dash in the flying stages.

• When facing a group of enemies, move to the far left or right (using the dash, if necessary), then press **Down + B** to kick the closest enemy and launch him across the screen, knocking the rest of them down.

• Manage your Super attacks wisely in Normal and Hard mode. If you use normal attacks when your Supers are maxed out, you won't get anything for your efforts at a time when you could be charging up your meter for an extra Super. For example, it's usually wise to use a Super attack immediately at the start of a boss battle, because every subsequent attack will help to charge up another Super. There are some cases where it's better to wait because a boss is about to become momentarily invincible, but in general, you shouldn't keep your Supers maxed out for too long.

## WALKTHROUGH

*Astro Boy: Omega Factor* has a deep, fairly sophisticated story with lots of plot twists, time travel and philosophical food for thought. In this walkthrough, I'll try to give you the essential information with as few "spoilers" as possible.

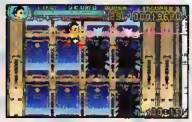
At the start, Dr. O'Shay will conduct a tutorial. You can skip the training, but I recommend that you go through it because at the end, you'll add Dr. O' Shay to the Omega Factor and earn your first stat point.

### Stage 1: Metro City

**1-1 Metro City**

After the robots run off with Dr. O'Shay's assistant, Wato, defeat the enemies that meander toward you, then continue to the right.

**1-2 World Federal Building**



When you reach the stop-sign robot, destroy it before the incoming cars mow you down. Smash all the glass in the building in the background; after smashing the upper-right panel, you'll meet Alejo. A heart will fall from the sky after you beat the last few enemies, so don't rush into the doorway or you'll miss it.

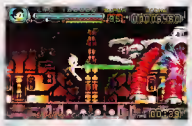
**1-3 Warehouse Battle**

Use the kick to launch the large enemies into each other and clear them out without using any Supers. Note that you can't launch the snakehead cannons this way, because they're rooted to the ground.

**1-4 Spider Robot**

Crush the spiders until the giant one comes down. The Finger Laser is useful against both the boss and his minions. After the fight, speak to Wato to add her to the Omega Factor.

**1-5 Magnamite**



Magnamite has two attacks at first: a laser beam from his mouth (if you jump in front of him) and a rotating front leg (when you get close). Dash behind him and jump up for Arm Cannon or consecutive Finger Laser attacks. When he backs up, dash to the front and use short jumps to graze his belly with the Finger Laser without getting high enough to activate his laser. Repeat the pattern as he moves left and right; when he bobs up and down, he's about to move faster. With 2/3 of his health gone, he'll start jumping off the screen; dash to avoid him when he comes back down.

### Stage 2: Cruciform Island

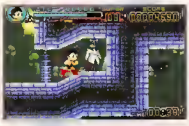
**2-1 X Point, Pacific Ocean**

Use the Finger Laser to shoot down approaching enemies, and try the Machine Guns when you face a large swarm. Watch for the giant hornet mini-boss to return after it exits the screen to the left.

**2-2 Artificial Sun**

The spinning Artificial Sun will try to ram you, so blast it with the Arm Cannon and move around the screen in a clockwise or counter-clockwise pattern. After losing three units of energy, it will shrink down to the center of the screen and sprout tentacles. Move to the right and get ready to blast the Sun when it starts moving again; it will always move up, then to the left after its brief invincibility phase. The Machine Guns can stun him in Easy and Normal mode, but he can't be frozen in Hard mode, so you'll have to time your use of the Arm Cannon carefully and learn to dash between his tentacles. Each attack causes the Sun to grow bigger until it fills the entire screen! Use the Finger Laser constantly. Just when it looks like there's no room left on the screen, the Artificial Sun will finally explode.

### 2-3 Cruciform Island



Here you'll meet the shape-changing Pook and battle an unlikely mini-boss, "The Amazing Three." After the fight, enter the cave. If you haven't powered up your Sensor stat at least once, the area will appear dark. Head right to reach a room where you will fight Big X. If you dash to keep him from landing close when he jumps, you can easily tag him with the Finger Laser or Arm Cannon when he tries his overhead punch. He'll grow much larger after taking some damage, but the strategy is the same; just keep a greater distance, because his reach will be doubled. After beating him, head to the left and drop down the hole. To the left is Rainbow Parakeet, who will be added to the Omega Factor. Search the maze for Wally Kisagari, who asks you to break an obstacle; doing so places him in the Omega Factor and allows Astro to continue.

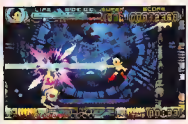
### 2-4 Dreadful Robots V3

After defeating the first large robot, use the dash to group the rest of them together so you can hit them all with the same Arm Cannon blast. Don't hesitate to use your Supers; you'll soon get 'em back by collecting a heart.

### 2-5 The Elevator

On the elevator, use the machine guns continuously. When you reach a spot where it looks like the wall on the right is taking damage, attack that spot to reveal a secret character, Magma, for the Omega Factor.

### 2-6 Transformable Robot "Pook"



Pook will transform into four different forms:

**Leo Force (Lion)**—When the lion dashes, dash right through him, then turn and fire the Finger Laser or Arm Cannon.

**Quntole Force (Bird)**—The Machine Guns work well on this form's projectiles. If you're out of Supers, you'll have to dash to avoid them and try to take him out with the Finger Laser.

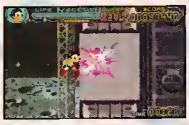
**Hanumaan Force (Monkey)**—The key to beating the monkey form is to stand in front of him, use VERY short jumps and hang in mid-air by firing the Finger Laser. If his tail extends horizontally, it will travel safely below you; if it shoots out at an angle, it will go over your head and you'll tag him in the rear end with the laser. Be prepared for him to switch sides.

**Bahamute Force (Shark)**—Stay near the edge of the screen and use the Finger Laser when he jumps up. You can also hit him with the Machine Guns while he's underground.

After the battle, you get Pook's entry in the Omega Factor.

## Stage 3: Astro vs. Atlas

### 3-1 Tokugawa Plant on the Moon



Annihilate the first batch of enemies, then use your jets (and the low gravity) to jump up to the "ceiling." Attack the top of the wall on the right to reveal Jetter Mars. After a tall area with lots of large enemies (use the kick here), you'll enter a maze filled with similar enemies as well as the snake-head cannons. You can kick enemies into the cannons to stun them, but when you're faced with a row of them, you'll have to use the Arm Cannon. Watch for two very tough enemies near the end; they're large, with bluish-purple "masks."

### 3-2 Goblin Roboid

The Goblin Roboid is not too difficult; just use the dash to avoid his light saber and attack his minions to charge up your Supers.

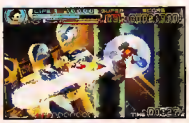
### 3-3 Power Plant

If your Sensor stat hasn't been upgraded twice, this area will be foggy. Avoid the lasers, look for the area shown here and punch the back of the laser to uncover Rococo.

### 3-4 Observation Deck

Advance up the slope by kicking, or use the EX Dash to hear the musical notes of your enemies' demise. At the top, head left to meet Hecate, then move right to find Dalchi, who has a secret identity....

### 3-5 Astro vs. Atlas



Use the dash to get behind Atlas when he fires his giant cannon; this move tires him out, so you'll have time to use your Arm Cannon before he continues his attack pattern. When his health is cut in half, Atlas will pause to rant. In the second half of the fight, dash to avoid the column of electricity that rotates around Atlas and use the Finger Laser/Arm Cannon to patiently take him down.

## Stage 4: Lord Deadcross

### 4-1 Antarctic President

A simple stage; just head left and rescue the robot girl, Nuka, from the enemies.

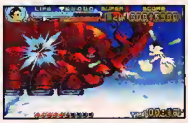
### 4-2 Above the Antarctic Ocean

You'll be chasing Deadcross, leader of the Black Looks. Just Finger Laser your way through and destroy the craft Deadcross is riding.

### 4-3 Follow Carabs!

A flying tank, Carabs, is heading for the President! Now you're rocketing toward the right.

### 4-4 Robot Tank Carabs



Carabs' head is vulnerable, so zap it with the Finger Laser from behind him until he backs up. Dash to escape damage, then fry him from the front with the Arm Cannon. Dash through his horns when he advances, then repeat. The Machine Guns can clear the screen of projectiles if it gets too crowded.

## Stage 5: Marine Express

### 5-1 Deadcross Escapes

Vanquish the Black Looks to add them to your Omega Factor.

### 5-2 Marine Express, Antarctic Station

After Deadcross runs away again, go left and destroy the trash can to find Kennedy. Now chase Deadcross as he escapes via the Marine Express.

### 5-3 Marine Express, Ruins

Another simple flying stage; you'll fight the Marine Express itself at the end. Dodge the lasers and destroy all three parts of it.

### 5-4 Marine Express, Inside

Force your way past the Black Looks on top of the Marine Express. The wind is pushing you back, so use the EX Dash to defeat the enemies while gaining ground. Inside the train, opponents will attack from both sides; the Machine Guns can help. When you reach Deadcross and his giant roboid, use your Arm Cannon or EX Dash to bring them down. Watch out for the roboid, who still has his light sabers from Stage 2. After the battle, Deadcross will appear in the Omega Factor.

## Stage 6: Lost World

### 6-1 Sapphire's Castle

Use kicks on the shielded enemies and take out the giant, bouncing heads with the Arm Cannon.

### 6-2 Legendary Mu Civilization

After destroying the first group of enemies, fly way up to the very top of the screen. If your Jets stat is high enough, you can land on the platform there and smash the statue to meet Unico.

### 6-3 Great Pyramid

Climb up the huge pyramid, using carefully timed dashes to avoid the rolling wheels. The Marine Express is at the top; punch the second door to uncover Don Dracula.

### 6-4 Ancient Prince Sharaku

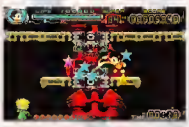
Sharaku will summon serpents to chase you; dash through their obstacles with the A button. Watch out for Sharaku's spear and the rocks he summons, and try to trap him near the top or bottom for some Arm Cannon action. After the battle, Rock appears in the Omega Factor.

## Stage 7: World's Strongest Robots

### 7-1 Versatile Robot: North

DO NOT use the Arm Cannon or North will brutally counter-attack. Jump right next to him and punch once on the way down to make him block, then quickly move to the other side and get a punch in. Repeat until North starts to move around; now you can use the Arm Cannon safely. North has a separate attack for each arm; the most deadly one is the blue laser from the middle right. Attack with the Finger Laser, then use your Supers on his head. The bosses in Stage 7 will appear in the Omega Factor after you defeat them.

### 7-2 Invisible Robot: Denkou



Each time you catch Denkou and hit him, he will disappear. Smack any of the large generators to make him reappear, then follow the trail of bombs and repeat the process. The more damage you do to him, the more generators you must hit to cause him to reappear.

### 7-3 Armored Robot: Brontus

Brontus' weak point is the blue core in his chest; he reveals it briefly before he fires his beam attack, but it'll be wide open after his saw-blade maneuver. Dodge his other attacks and wait for him to use the saw; when he unrolls, stun him with machine-gun fire and follow with a quick punch combo, ending with the Arm Cannon. It'll be a long battle if Brontus doesn't do the Saw attack often—and you can't stun him in Hard mode, so the fight will be even tougher.

### 7-4 Quantum Robot: Epsilon

Most of Epsilon's attacks involve summoning objects or creatures; if you memorize her gestures, you'll know what's coming. When the yellow beam shoots from her head, watch for targeting crosshairs on the floor and dash to avoid the beams from the sky. The Machine Guns can clear out the spikey purple objects.

### 7-5 World's Strongest Robot

Pluto can spin like a top, creating a vacuum. He'll also shoot missiles; destroy them with the Machine Guns. When he fires the fast orange laser, use your jets to stay airborne until the explosions clear and use the Finger Laser or Arm Cannon while you're up there. The purple laser is lethal and trickier to avoid; when he uses it, dash through him and wait for the laser to approach, then dash back through him and right through the laser.

After a surprise twist and false ending, you'll be sent back to replay the entire game with your upgrades intact and a stage-select menu that lets you return to stages you've beaten. The storyline is still intact, though, so look for changes in the following stages:

**1-1:** Drake appears here.

**1-4:** When she's saved, Wato mentions Boon. Stage 0-4 is unlocked.

**2-1:** Look for a plot twist involving Drake.

**3-1:** Nuka confronts Astro before the stage. She is added to the Omega Factor here.

**3-5:** After the stage, Atlas enters the Omega Factor.

**4-1:** Another plot twist, this time involving the presidential election. The enemies are now robots instead of Black Looks, and at the end of the stage you will meet Abercrombie.

**4-2:** You'll chase a different enemy here instead of the fake Deadcross.

**6-4:** After the stage, you get Sapphire in the Omega Factor.

**7-1:** The five robots have a different boss. After beating North, Inspector Tawashi appears in the Omega Factor.

**7-2:** After beating Denkou, you acquire Skunk's Omega Factor entry.

**7-3:** After you defeat Brontus, you get Kinsankaku in the Omega Factor.

**7-4:** After Epsilon's defeat, Mr. Tokugawa shows up in the Omega Factor.

**7-5:** Once you beat Pluto, you receive Zoran in the Omega Factor.

## Secret Stages

### 0-1 Science Ministry

Return here and go through the tutorial again after meeting Unico to unlock Stage 0-5.

### 0-2 Duke Red's Hideout

After Stage 7-5, Zoran will tell you to find Duke Red. Visit Stage 4-1 and speak to Abercrombie, then go to Stage 4-3 and fly along the bottom of the screen until you see a house. After talking to Duke Red, Astro will be challenged to a duel. Simply press A each time the prompt appears. When you vanquish your opponent, he will appear in the Omega Factor along with Duke Red.

### 0-3 Doctor Black Jack's House

Go to Stage 1-2 and talk to Alejo, then return to Stage 1-1 and speak to Drake. Now head over to stage 3-5 and defeat Atlas again. The only doctor who can cure the girl in the tube is Dr. Black Jack, so visit Kennedy in Stage 5-2 to learn where he can be found. Before you visit Stage 0-3, make sure your Sensor has been upgraded to at least Level 3. At Black Jack's house, you'll learn about a hostage on Cruciform Island. Go to Stage 2-3 and ask Rainbow Parakeet for help, then go to 2-6 and rescue the hostage to add her to the Omega Factor. Now go back to Stage 0-3 and fight the giant robot. Use the same tactics as you did in Stage 5, but be careful, as the boss' attacks do much more damage now. Ham Egg and Black Jack will appear in the Omega Factor after the fight. You'll automatically go to Stage 3-5 and fight Atlas like before, but you must not damage the air tent below (Dr. Black Jack is operating inside). After the fight, you'll get three more Omega Factor entries and begin Stage 8.

### 0-4 Boon's Archeological Site

Speak to Wato at Stage 1-4 to unlock this stage. Visit the stage, then go to Stage 6-3 and speak to Don Dracula again. Make sure you've met Ambassador Magma in Stage 2-5, then return to Stage 0-4. Your reward is Boon's Omega Factor entry.

### 0-5 Dr. Tenma's House

Speak to Dr. O' Shay after meeting Unico to unlock this stage. Visit the stage, then go back to Stage 6-2 and speak to Unico once more. Now return to Stage 0-5 to get Dr. Tenma in the Omega Factor.

## Stage 8: World's Greatest Adventure

### 8-1 The Last Battle

Another flying stage, and it's a difficult one. You'll need your Machine Guns to make it out alive.

### 8-2 Illusion

At the end of the area, you'll fight Magnamite, the Artificial Sun and Carabs again.

### 8-3 Artificial Planet "Death Mask"

The second battle with Sharaku is not much different from the the first, except for the fact that the deadly Death Mask is lurking in the background and will annihilate you if you hang around near the center. Try to lure Sharaku toward the corners.

### 8-4 Garon

When Garon summons meteors, you can usually avoid them by dashing, but you may need to use the Machine Guns. If Garon raises both fists, jump up to avoid a devastating double punch. Whenever his chest opens, blast the character inside with the Arm Cannon. After the fight, you get Garon in the Omega Factor.

### 8-5 World's Greatest Adventure

In the final stage, you must navigate through an asteroid field with no ability to attack or defend yourself. It's better to spend more time toward the top of the screen, since some collisions are absorbed by the metal object Astro is carrying.

After the credits, *do not* press START at the "The End" screen; if you wait, Sharaku will be added to the Omega Factor. Note: Unless you play through numerous times, you won't be able to unlock all of the events in the Event Test at the Options menu. There are many places in the story where one of two different events will take place (depending on previous events or actions), and there is often no way to see the other event that did not appear.

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PlayStation 2

FUNimation Productions, Ltd

TEEN T Violence
CONTENT RATED BY ESRB

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# Puyo Pop Fever

## Popping Puzzle Fun

by Jason Wilson

**A product of Sega's Sonic Team, *Puyo Pop Fever* is similar to popular puzzle games such as *Baku Baku*, *Super Puzzle Fighter II Turbo* and *Kirby's Avalanche*. The gameplay is simple, yet highly engrossing. The Puyos are dropping and you have to match their colors to create crazy combos and dump tons of "nuisance" Puyos on your friend or computer-controlled opponent. After playing the game for endless hours, I'm confident that the following tips will help you to become a *Puyo Pop* master!**

## GAME MODES

### Single Puyo Pop

The courses in Single Puyo Pop allow you to follow the predetermined character storyline with either Amitie or Raffine. The later stages in the WakuWaku and HaraHara courses become very challenging. Repeating the RunRun (training) course several times will help you to get a better understanding of the game before you enter into unchartered waters. If you're still having a rough time, you can always change the difficulty setting to "Easy" at the Options menu.

### Endless Puyo Pop

The game never stops in Endless Puyo until you fail. Choosing between Fever, Mission and Original modes, your skills at racking up high scores will be put to the test here. Fever Mode offers a timed competition setting; it also allows you to practice setting up multiple chain combos. In Mission Mode, you have a limited amount of time to perform specific tasks such as clearing out two colors at once or eliminating five Puyo simultaneously; doing so will extend the timer and allow you to perform additional objectives.

### Double Puyo Pop

Choose from any of the 14 playable and two hidden characters in a battle to the finish. Each character has the specific characteristics listed below, as well as a "drop" pattern that cycles back to the start after 16 phases of Puyo have dropped.

## CHARACTER PROFILES

Listed below are each character's playing style and Puyo drop pattern. Hardcore *Tetris* players may scoff, but the Puyo patterns that fall in *Puyo Pop Fever* are not random. After 16 sets of Puyo have dropped, the same pattern will repeat. Note that only the drop pattern is predetermined; the Puyo colors are completely random. Carbuncle has the highest total number of Puyo that fall in each group of 16 drops, and Arle has the lowest. Skilled *Puyo Pop* players will set up columns based on their knowledge of when the sets of four Puyos are coming down; these sets will need to be placed in specific positions if you're playing defensively and you don't want to waste the opportunities they provide. If you are an offensive type of player, I highly recommend that you choose either Carbuncle or Yu; if you are defensive and want to concentrate on offsetting, choose Arle instead. **Note: You can only use characters other than Amitie or Raffine if you're playing in Free Battle or Double Puyo Pop modes.**

| Character | Playing Style | 16-Piece Pattern | Total Puyo Drops |
|---|---|---|---|
| Arle | Well-balanced player | | 32 |
| Onion pixy | Constant "Fever" | | 37 |
| Oshare bones | Builds up to fever | | 37 |
| Hohow bird | Only goes for big chains | | 37 |
| Amitie | Well-balanced player | | 38 |
| Dongurigaeru | Keeps the pressure on | | 39 |
| Raffine | Only goes for big chains | | 39 |
| Rider | Loves chains | | 40 |
| Popoi | Constant "Fever" | | 41 |
| Frankensteins | Keeps the pressure on | | 41 |
| Tarutaru | Keeps the pressure on | | 41 |
| Prince of ocean | Builds up to "Fever" | | 42 |
| Klug | Likes large chains | | 42 |
| Accord | Only goes for big chains | | 42 |
| Yu | Constant "Fever" | | 43 |
| Carbuncle | Well-balanced player | | 48 |

## SECRET CHARACTERS

To unlock Popoi, simply finish the Intermediate course in Single Player mode.

To unlock Carbuncle, you must play against him on the Advanced Course in Single Player mode. To get Carbuncle to appear in this mode, you must fulfill either one of the following two requirements:

**1)** If you reach Stage 8 without continuing and you having less than four or more than 12 Fever Mode activations, Carbuncle will challenge you instead of Popoi.

**2)** If you reach Stage 8 and the number of continues you've used is a multiple of seven, Carbuncle will appear in Popoi's place. in other words, if you've lost to previous opponents and continued exactly seven times, or 14 times, or 21 times, etc., you'll face Carbuncle.

It is not necessary to defeat Carbuncle to unlock him as a playable character; you just have to get him to appear. Carbuncle will then be selectable in Double Puyo Pop and Free Battle modes.

# TIPS & TACTICS

## Nuisance Puyo

Each time four Puyo of the same color connect, you will send Nuisance Puyo to your opponent on the other side of the screen. Connecting larger chains of Puyo will increase the amount of Nuisance Puyo that will drop on your opponent. To remove Nuisance Puyo from your playfield, you must clear four or more of the colored Puyo that the Nuisance Puyo are touching.

## Fever Mode

The easiest way to build up Puyo chains and obliterate your opponent is to kick it into Fever Mode. Each time your opponent is about to drop Nuisance Puyo on you, but you are able to counter (offset) by having four of the same Puyo connect, your Fever Meter will move up one notch. When the Fever Meter is full, you will be able to build a multitude of Puyo Chains much easier than before. A preset group of Puyo will be waiting, and four- or five-hit Puyo Chains suddenly become easy as pie. When Fever Mode is activated, Nuisance Puyo can still build up, but will not fall for a short time. Achieving an "All Clear" (clearing out all existing Puyo from the screen) will also raise the Fever Meter. Because of the time limit, you'll have to think quickly about where you want to drop your Puyo to make chains. The faster you play and the more chains you create, the more time you will have in Fever Mode, because the timer extends when you perform well...so keep it up for as long as you can!

## Offsetting

To master *Puyo Pop Fever*, you'll need to learn how and when to properly negate your opponent's Nuisance Puyo with your own. This technique, known as offsetting, is the key to building up your Fever Meter. Whenever your opponent sends Nuisance Puyo to your side and you see them hanging above your playfield, you must offset them immediately or the entire group will drop on you at once. Nuisance Puyo will remain above you as long as you continue to clear some Puyo from your playfield with each consecutive Puyo set that falls—but as soon as you place a piece that doesn't connect at least four Puyo of the same color, the Nuisance puyo will fall. Depending on your gameplay style, you can either A) wait for your opponent to start dropping Nuisance Puyo on you, then offset them to try and get to Fever Mode quickly for the win, or B) play aggressively and build columns of Puyo quickly, then clear them out with large chain combos. The larger the chain, the more likely you are not going to be able to offset the Nuisance Puyo. Against computer opponents in earlier levels, it is wiser to wait until they begin their offensive strategy. In later levels, especially at the Intermediate and Advanced difficulty settings in Single Player mode, you will need to get into Fever Mode as fast as possible in order to stand a ghost of a chance.

# TECHNIQUES

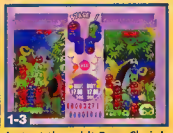
It's easy to eliminate a single set of four Puyo at a time, but only by arranging Puyo near the edge of the screen in groups of two and three will you be able to take advantage of Puyo Chains and clear out stages with little effort. You'll need to master the following techniques in order to attempt large-scale chain combos later in the game:

## Technique 1 (Practice)

**Objective: Arrange the Puyo in color-coded groups of three for possible mid-level chain combos.**

If you're given Puyos with colors that don't match, or if you don't want to eliminate a set of four Puyo at the time, move them as far away from the area as possible, which in this case is to the other side of the screen.

It's a good idea to bring down the Puyos quickly (by pressing **Down**) when the next set will give you a much-needed chain combo. Always keep an eye out for opportunities instead of sending off Puyos to the side.




Instant three-hit Puyo Chain! Most of the success you will achieve is based on simple three-hit chains such as these. Always keep an eye out for the next Puyo pieces available, and refer to your character's drop pattern to set up your game plan.

## Technique 2 (Practice)

**Objective: Stack two columns of three Puyo vertically, then eliminate both columns with the correct colored set of Puyo.**

The challenging part of creating columns is being able to properly filter out colors that do not match without stacking them on top of each other. Patience is the key.

When you have no choice, and you're getting too many Puyo of the same color, try to keep the Puyo combos to a minimum. You don't want your opponent to get to Fever Mode first.

Simple stack combos are the fastest way to bring down piles of Puyo, especially when you see a flurry of Nuisance Puyo heading your way. Keep a few three-Puyo stacks on your screen whenever you can; they're sure to come in handy.

## Technique 3

**Objective: Build sections of triple Puyos in L-shaped patterns in the first two columns on the left and/or right side of the screen.**

The quicker you stack the Puyos, the harder it is for your opponent to jump on you. Why begin a game stacking them like this? It's the simplest way to obtain multiple chain combos.

Notice how the middle two columns are nearly empty, and the columns to the right are almost as high as possible? The Puyo pile is about to come down from the stacks with multiple chain combos. Your hard work has paid off! Remember, the game will not end until one of the two middle columns is full.

The multiple chain combos earned will not only offset the opponent's Nuisance Puyo, but they are sure to leave a mark of Nuisance Puyo of their own as well.

## Technique 4

**Objective: Build columns of double and triple Puyos on the extreme left and right parts of the screen. Build small scales of triple L-shaped Puyos on the side for maximum chains.**

This type of pattern is slightly more difficult to master properly, but the rewards can be unfathomable. Keep stacking the Puyos in this pattern, with any unwanted colors off to the side.

You will surely have to deal with some Nuisance Puyo during this time. Keep building as fast as you can; if it gets too hot and heavy, try to build vertical piles on the left side as shown in Technique 2 to offset incoming Nuisance Puyo without affecting your Puyo setup.

Here comes the payoff Puyo—it will put your opponent in such a bind, he'll think you were in Fever Mode! Master the first three techniques before you attempt this kind of all-out onslaught.

# Champions of Norrath

by Pat Reynolds

**Welcome to the fifth of a five-part series of columns focusing on Sony's action RPG, *Champions of Norrath*. Each month, this column has taken a detailed look at one of the five playable classes in the game, as well as providing tips and strategies for surviving one of the game's five acts. In this final installment, we'll take a look at the Dark Elf Shadow Knight class and Act V.**

Vol. 5

## CLASS: DARK ELF SHADOW KNIGHT

| Starting Abilities | |
|---|---|
| Strength | 28 |
| Intelligence | 30 |
| Dexterity | 27 |
| Stamina | 30 |

A melee fighter with offensive disease magic capability, the Shadow Knight is proficient at both close combat and spellcasting, but is not the best choice for either.

**Advantages**—If you want to be able to mix it up with the bad guys in melee combat and sling some spells, the Shadow Knight is the class for you.

**Disadvantages**—Both the Warrior and Cleric are better at hand-to-hand combat, and the Wizard is far superior with magic use. While the Shadow Knight is a jack of many trades, he hasn't mastered any of them.

**Unique Items to Watch For**—Most of the Shadow Knight-only unique items you'll find either add poison damage or give you better resistance to poison-based attacks. There aren't any lower-level items worth noting—you'll generally find that they start at around a Level 23 requirement, like the Bow of Suffering or the Blade of Tormenting. A good early-game weapon for the Shadow Knight is Ice Flame, the fire/ice blade that gets dropped pretty often during Act II. At Level 50, the Shadow Knight can wield the Black Insanity, a blade capable of delivering massive amounts of damage. Also at Level 50, watch for the Blood Lords Plate, perhaps the best armor for the Shadow Knight in the entire game.

## Shadow Knight Skills

| Skill | Required Level | Required Skills | Details | Advantages | Disadvantages |
|---|---|---|---|---|---|
| Blunt Weapons | 1* | N/A | Increases blunt weapon damage | The Shadow Knight spends a lot of time in melee combat—put points in this skill if you're going to specialize in hammers maces and clubs | As long as you stick to blunt weapons throughout the game, there are no disadvantages to this skill |
| Slashing | 1* | N/A | Increases slashing weapon damage | If you want your Shadow Knight to specialize in weapons like swords, knives and axes, max out this skill | You'll need to stick to slashing weapons to get the most out of this skill |
| Disease Bolt | 3 | Blunt Weapons | Fires a disease bolt at enemies. Has a cloud effect and at higher levels, a homing effect | This is the Shadow Knight's primary projectile attack. It works great on swarms of enemies, and diseased enemies continually lose health | Actual damage is low, and it never really becomes so powerful that you won't still need to engage enemies in melee combat to finish them off after using it |
| Bind Wound | 5 | Blunt Weapons, Slashing | Increases health regeneration rate | Shadow Knights spend a lot of time in melee combat—faster health increase helps to keep them alive | Don't put more than a few points into this skill initially—you're better off spending points on skills to increase damage output |
| Life Tap | 5 | Slashing | Converts the life essence of slain enemies into mana or health which can then be absorbed | Helps the Shadow Knight stay healthy without using lots of potions | Low percentage that mana or health essence will appear from defeated enemies until you put a lot of points into it. Health and mana potions do the same thing |
| Disease Trail | 8 | Disease Bolt | Creates a disease cloud behind the Shadow Knight, damaging enemies | The perfect "run away" skill, Disease Trail lets you escape swarms while poisoning and hurting pursuing enemies | Like Disease Bolt, damage output is minimal until very high levels, and you're still going to end up fighting the diseased enemies |
| Engulfing Darkness | 8 | Bind Wound, Life Tap | Creates a cloud of darkness that damages and confuses enemies | Excellent skill for breaking up groups of enemies and causing them to lose their focus on you as a target | Doesn't become really useful until you've invested a lot of points |
| Endurance | 10 | Life Tap | Increases carrying capacity | Shadow Knights can wear heavy armor and wield heavy weapons; increases in carrying capacity will keep them going further between trips back to town | Putting attribute points into Strength will increase carrying capacity and let you invest skill points elsewhere |
| Disease Shield | 10 | Disease Trail | Surrounds the Shadow Knight with a disease cloud | In melee combat, anything that adds extra damage to enemies is valuable. Great against swarms | This is one of the better Shadow Knight abilities and should be used whenever you're in melee combat |
| Riposte | 15 | Engulfing Darkness | Chance of automatic damage on attacking enemies | One of the better skills for melee fighters, this one helps to keep swarming enemies away | You're most likely attacking enemies that get this close already |
| Summon Skeleton | 15 | Endurance | Summons a skeleton ally to help you fight | The skeleton will draw attacks from enemies and can soak up a good deal of damage | The skeleton does very little damage by itself and costs a lot to summon. It also tends to get lost and left behind easily, but will reappear with your group after a while |

| Skill | Required Level | Required Skills | Details | Advantages | Disadvantages |
|---|---|---|---|---|---|
| Shield Bash | 15 | Disease | Bashes an enemy with shield, chance to stun | High damage attack, low mana consumption | You need to have a shield equipped to this skill—it's useless if you want to use two-handed weapons |
| Convert Undead | 20 | Riposte, Summon Skeleton | Converts undead enemies into friends | High chance of success, lasts for 15 seconds at Level 1, forces enemies to fight each other | You'll want to level this skill up a bit before it becomes really useful, but it's worth it, especially when going through undead-infested areas at the higher difficulty settings |
| Harm Touch | 25 | Shield Bash, Convert Undead | Melee attack that causes big damage to a single target | At Level 1 this attack does 336-504 damage.... | ...but by the time you re Level 25, you probably have a weapon that's doing around this amount of damage already. It's a huge drain on mana as well |

* The Shadow Knight has 1 skill point in this skill at the start of the game

# ACT V STRATEGY GUIDE

The following information will help you to complete Act V of the game.

## Plane of Air

**Enemies:** N/A

The Plane of Air is your "hub" for this chapter. It's a sprawling series of floating platforms connected by walkways. You should explore the whole thing; there are treasure chests scattered about, as well as a save point and an important portal that you'll need to use a little later. Natasla is the shopkeeper for this chapter, as well as your initial "portal" back to the Plane of Hate.

## Plane of Hate

**Enemies:** Minions of Hate, Ghouls (Ghoul Flesh

### Boss: Greater Minion

When you've stocked up at Natasla's shop, talk to Natasla to return to the Plane of Hate. Minions of Hate are new enemies, and they are fast and tough. Go slowly and try to pick them off at a distance. The Greater Minion guards the door that leads deeper into the Plane of Hate. He attacks by either lashing out with lost souls he plucks from the ground, or using the souls as arrows for his massive bow. He's best fought at a distance, where his soul arrows are easily avoided.

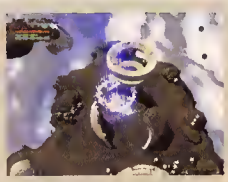
## Cauldron of Hate, Halls of Despair

The Cauldron of Hate is home to lost souls waiting to be tormented by the Minions of Hate. It also contains the Barrier of Hate, an impassable gate that you'll need to force open by releasing enough lost souls. To release the souls, lead them through the Halls of Despair to the portal at the end that will take you back to the Plane of Air. You can have a maximum of three souls following you into any of the Halls of Despair. The Minions patrolling these areas will attack the souls on sight, and the souls will freeze up and refuse to move if there are minions nearby. Move forward slowly and be sure to destroy all Minions in an area before continuing. Don't let the souls get too far behind—you want to keep them in sight in case a Minion starts attacking them. When you reach the portal, you'll free the souls that made it with you through the Halls of Despair. Use the portal in the Plane of Air to return to the Cauldron of Hate and repeat the process until you've freed enough souls to open the Barrier (six, at the Adventurous difficulty setting).

## Lair of Innoruuk

Just past the Barrier of Hate is a crevice leading to Innoruuk's lair. He's keeping Firiona Vie hostage here, and you must rescue her before you can face Innoruuk. To release Firiona from her bonds, destroy the five seals (large pillars) in the area while avoiding Innoruuk. Right now, he's far too powerful for you to face, no matter what your level. When all five seals are destroyed, talk to Firiona to escape Innoruuk and return to the Plane of Air.

### Boss: Innoruuk



Talk to Firiona Vie on the Plane of Air and she'll tell you about the Planar Steel and purging yourself of hate. There's a new portal on the Plane; head to the save point (save your game now—if Innoruuk kills you, it's "game over") and take the walkway on the right to find the glowing blue portal. Walk into it to purge the hate from your champion and return to Innoruuk's Lair for the final showdown.

Innoruuk attacks by launching sets of three fireballs that inflict tremendous damage and can knock you to the ground. When he gets close, he'll attack with his giant hammer. Anything you have that can slow him down works well; ice arrows or cold spells are excellent. Don't let him get too close or he can defeat you very quickly. If you hit him hard enough, he'll drop his hammer and stand for a moment, stunned. This is the time to open up on him with your best weapons, before he picks his hammer up again and resumes the battle. When Innoruuk is defeated, you'll have a matter of seconds to collect any treasure he drops before the game automatically runs the epilogue and credits.

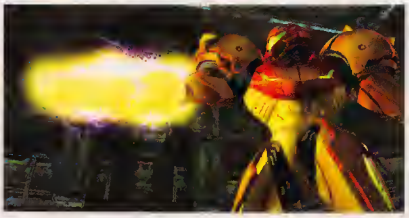
Thanks for taking this journey through the land of Norrath with us! Be sure to get your favorite character up to Level 50—the sequel, *Champions: Return to Arms* (due early next year) will let you import your existing character with all of his or her attributes!

# SELECT GAME PREVIEWS

**The purpose of *Select Game Previews* is to show you a select group of new and upcoming games so YOU can influence the contents of *Tips & Tricks*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *Tips & Tricks Select Game Previews*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *Tips & Tricks*.**

## METROID PRIME 2: ECHOES

**Publisher: Nintendo** **In Stores: November**

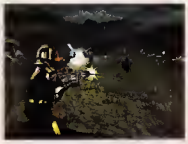


Before *Metroid Prime* was released, fans were nervous about Nintendo's decision to go with Retro Studios—an American developer—to bring the beloved *Metroid* franchise to the GameCube. They got even more antsy when word got out that the game would be a first-person shooter rather than an action game based on its classic side-scrolling gameplay. As it turned out, *Metroid Prime* became a bonafide must-have title for all GameCube owners and the anticipation for the next game has reached a fever pitch. *Metroid Prime 2: Echoes* will again put you behind the visor of Samus Aran as she fights to survive in another hostile planet. Samus' ship has a malfunction and is forced to crash-land on Aether, a planet torn apart by an interdimensional rift between Darkness and Light. As Samus awakens from the crash, she realizes that her Power Suit's special abilities have been stolen by a group of creatures called the Ing Horde. She must recapture all of her abilities and help the the peaceful inhabitants of Light Aether, called the Luminoth, to fight against the evil powers of Dark Aether. The game is divided into Light and Dark worlds as well as Light and Dark powers, much in the same way as *Metroid Prime* was divided into elemental characteristics. In addition to the new powers, players will also get to use old favorites like the Charge Beam, Morph Ball, Grapple Beam and more. *Metroid Prime 2: Echoes* will also introduce a new multiplayer mode that supports up to four players for a healthy dose of deathmatch mayhem! Once again, it looks like Retro Studios may have created a new masterpiece....

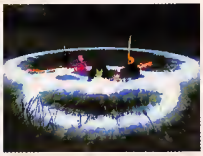
## STAR WARS: KNIGHTS OF THE OLD REPUBLIC 2—THE SITH LORDS

**Publisher: LucasArts** **In Stores: December**

TIPS & TRICKS PICK!



Set five years after the events of the first game, *The Sith Lords* finds the Jedi Order in shambles, with the Sith about to take over the galaxy. Players can choose from three Jedi classes to determine their starting abilities, then fight through the Sith army and its evil Lord, Darth Sion. As in the first game, you will face tough choices which will lead you to the Light or Dark Side of the Force. There are ten different characters who will also be affected by your decisions and may choose to work with you or against you. Over 60 new Force powers and Feats have been added, and the game's seven worlds include a new planet called Dxun. With new content also available for download via *Xbox Live*, *Knights of the Old Republic 2* is one sequel that *Star Wars* fans won't want to miss.



## DEF JAM: FIGHT FOR NY

**Publisher: EA Games** **In Stores: September**

Also on GAMECUBE XBOX

Last year's *Def Jam Vendetta* put hip-hop artists into the wrestling ring, but in this year's sequel, the fighting spills out into the streets. *Fight for NY* does away with the ropes and grappling moves so fighters can get down and dirty without any rules. The game also features a much deeper Story Mode with more than 40 of the biggest names in hip-hop, including Busta Rhymes, Ludacris, Method Man, Snoop Dogg, Lil' Kim and more. You can master five different fighting styles—street fighting, kick boxing, martial arts, submission and wrestling—and combine them to make your own special hybrid moves. Your fighter can also be customized with tattoos and thousands of unlockable accessories from brands like Phat Farm, Sean Jean, Rocawear and more.

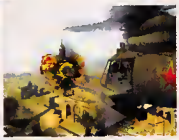
## BATTLEFIELD: MODERN COMBAT

**Publisher: EA Games** **In Stores: November**

Also on XBOX

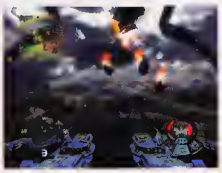
TIPS & TRICKS PICK!

*Battlefield: Modern Combat* brings all the intensity of *Battlefield 1942* for the PC into the modern era with the most advanced weaponry and technologically advanced vehicles of today's military. The game is meant to be played online with up to 24 players at one time; in fact, you can't play the game at all without an online connection. You can choose to battle as U.S., Chinese or Middle East Coalition troops. Players have absolute freedom to do anything in the game, thus reflecting the utter chaos of war. For example, you can fight in the trenches on foot, then jump into the cockpit of an airplane and attack your enemies from the skies. With more than 30 different vehicles to commandeer, each battle will never be played the same way twice.



## YAGER

**Publisher: Kemco** **In Stores: September**



Kemco is bringing this successful European action flight game to the states, complete with dogfighting and ground attack missions over the course of 22 massive levels. The story of Yager is based around a young fighter pilot on a quest to find and destroy the powers that threaten his home world. Compared to most combat flight simulators, Yager's action takes place much closer to the ground, giving an immediate feeling of the increased speed and dynamics that correspond with low-altitude action. The combat intensity, multiple weapons and unlockable bonuses all add up to what looks like a fast-paced, brutal flight sim, one that could give *Crimson Skies: High Road to Revenge* a run for its money.

## THE GUY GAME

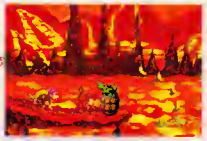
Publisher: Global Star | In Stores: 4th Quarter

Also on PS2

We've never seen a console game quite like this before, and we don't know if there's a politically correct way to describe it, but we'll try: *The Guy Game* consists of mini-games and trivia contests aimed at lecherous, heterosexual males. Up to four players can compete to unlock photos and high-res video scenes of over 60 different women who remove articles of clothing as your score increases. Filmed at South Padre Island during spring break, much of the video depicts the ladies cheering the players on and participating in events like the "Hottie Challenge," where they jump rope, race and twirl hula hoops in various states of undress. If you want to know how far a game can push the ESRB's "Mature" rating without crossing over to the "Adults Only" category, you'll soon find out exactly where the line is drawn.

## DONKEY KONG COUNTRY 2

Publisher: Nintendo | In Stores: November



The *Donkey Kong Country* series was hugely popular on the Super Nintendo Entertainment System, so it's no surprise to see these games converted for the Game Boy Advance. *DKC2* re-introduces Dixie Kong, the cute female ape who could attack or even carry objects with her blond ponytail. Diddy Kong is also back, and the two simian stars must cooperate if they hope to rescue Donkey Kong from the evil Kaptain K. Rool. Players can switch between Diddy and Dixie at any time, depending on the particular talents you need (e.g. Dixie's helicopter spin or Diddy's cartwheel). As in the SNES original, animal pals like Rattly the rattlesnake and Squitter the spider will show up to give you a lift. New GBA features include four-player mini-games like "Funky's Flights" and "Expresso's Racing."

## GRAN TURISMO 4

UPDATE!

Publisher: Sony | In Stores: November

*Gran Turismo*'s game physics have been fine-tuned to near perfection over the years, with authentic recreation of driving experiences depending on everything from your car's weight and speed to friction and wind resistance. Two exciting new features have been added to the fourth game: "GT Photo Mode" and the eagerly anticipated "GT Online Mode," which uses six-player head-to-head racing, chat and message boards to build a comprehensive community of automotive enthusiasts. There are more than 100 courses, including New York City, the Grand Canyon, Fuji Speedway, Costa di Amalfi; some can be driven in reverse! Over 500 cars are included, all remarkably modeled and detailed, fully customizable down to the gear ratio.

## CONFLICT VIETNAM

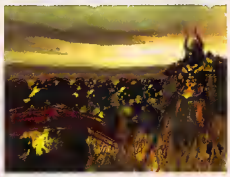
Publisher: Gathering | In Stores: October

Also on PS2

*Conflict Vietnam* sets four unlucky rookie soldiers in enemy territory during the 1968 Tet Offensive, stranded without communication channels and forced to fight their way through 100 miles of rough terrain and booby traps, completely dependent on each other for survival. During this ordeal, they earn performance-based points which can be spent to upgrade their skills in nine categories, including Sniper, Medic and Demolitions. The missions include various bonus objectives that encourage you to explore while performing such diverse duties as guarding civilians and providing cover fire. 20 era-specific weapons are available—including .50-caliber machine guns and assault rifles—and there are a number of vehicles as well, such as APCs, helicopters and river boats.

## KINGDOM UNDER FIRE: THE CRUSADERS

**Publisher: Microsoft** **Available Now**



This new action/strategy game blends large-scale strategic battles with fast and fierce hand-to-hand combat, bringing players to the forefront of an epic struggle. As a general in a fantasy battlefield, you must fight alongside your troops and use catapults, dragons and any other means necessary to crush the Dark Legions and put an end to the terror they've unleashed on the sacred Holy Grounds. With up to 150 units fighting on one screen, *Kingdom Under Fire* boasts some of the most breathtaking war simulation scenes in the history of console games. And they're not limited to your living room, either; you can compete against players from around the globe in deathmatch or team battles via *Xbox Live* and even download new missions, weapons and armor.

## THE LORD OF THE RINGS: THE THIRD AGE

**Publisher: EA Games** **In Stores: November**

Also on GAMECUBE XBOX

TIPS & TRICKS PICK!

Just because J.R.R Tolkien's epic fantasy trilogy is out of the box office does not mean that EA is finished making games based on the *Lord of the Rings* series. *The Third Age* is a role-playing game with a unique structure that allows players to explore their own paths while periodically intersecting the major events of the movie trilogy. You can choose to play on the side of light or shadow; battling with the Fellowship or with the evil that is Sauron. All playable characters in the game are completely upgradable, allowing you to enhance their weapons, fighting styles, and attributes. Can you imagine if a game of this magnitude could be played online? This one can't, but it's also not likely to be the last *Lord of the Rings* console game....

## ROBOTECH: INVASION

**Publisher: Gathering** **In Stores: October**

Also on XBOX

The *Robotech* franchise is going online, with simultaneous play for up to eight players on both the PS2 and Xbox. *Robotech: Invasion* is a story-driven first-person shooter with rendered 3-D environments straight out of the *New Generation* series. Set in the 21st century, the game documents the battle of humankind against the Invid, a race of invading aliens intent on conquering Earth. It's up to the survivors of the Robotech expedition to battle for Earth in an attempt to stop the Invid from making our planet their new home. Play with your buddies or in single-player mode, where you will have the choice to play in one of two parallel scenarios, each with a new perspective and plot twist from the existing storyline.

## OUTLAW GOLF 2

**Publisher: Globol Stor** **In Stores: October**

Also on PS2

The sequel to last year's over-the-top golfing smash now boasts simultaneous online play for up to four players. With 11 outrageous characters including rappers, trailer-park refugees and scantily-clad women, *Outlaw Golf 2* redefines the term "extreme sports." By playing through the tour and winning various events, you can unlock special equipment and even more risque outfits. The *Outlaw* series' unique "Composure Response System" has been refined and expanded; in addition to beating down your caddy to calm your nerves, you can also participate in mini-games where you perform tricks while zipping around in a golf cart. With a $19.99 suggested retail price and all of these special features, *Outlaw Golf 2* is sure to heat up the holiday season.

## SHADOW HEARTS: COVENANT

**Publisher: Midway** **In Stores: September**

*Shadow Hearts* was released for the PS2 almost three years ago without much fanfare, but fans of the game will tell you that it's a solid RPG with an intriguing storyline and unique battle system. This sequel continues the saga of Yuri and his ability to morph into various creatures. One year after the events of the first game, World War I has started and a secret cult is taking advantage of the conflict to further its nefarious plans. Yuri's morphing abilities have been weakened by a curse and he must find a way to regain his powers. The battle system uses a circular icon with a rotating needle, like the swing meter in golf games. Stopping the needle in the right place will allow you to pull off combos and increase speed and accuracy. Both *Shadow Hearts* games are developed by Aruze, maker of dark and gothic-style RPGs.

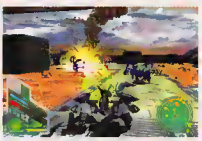
## PHANTOM BRAVE

**Publisher: NIS** **Available Now**

*Phantom Brave* will be the first title published by Nippon Ichi Software's U.S. brand, NIS America. Nippon Ichi has a small but strong cult following, thanks to previous titles like *Disgaea: Hour of Darkness* and *La Pucelle: Tactics*, which were released in the U.S. by other publishers. *Phantom Brave* offers more classic, tactical RPG-style gameplay done in beautiful, traditional 2-D animation, a staple of NIS games. The main character, Marona, lives on tiny Ghost Island with her phantom friend, Ash. When the people of the nearby town of Ivoire send bottled messages asking for help, Marona uses her special phantom-controlling abilities to take on the troubles of the people with her phantom helpers. RPG fans should keep an eye out for more releases from NIS.

## STARFOX UPDATE!

**Publisher: Nintendo** **In Stores: November**



**STARFOX**

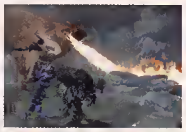
Take to the skies in the Arwing once again as Fox McCloud and the Star Fox flight team gear up to defeat another menace threatening the galaxy. A few years after the events on Dinosaur Planet, Lylat Central Command has discovered a new enemy and the intrepid ace pilots Fox McCloud, Slippy Toad, Peppy Hare, Falco Lombardi and General Pepper must work together to eradicate it. The game supports solo or three-player cooperative missions on a split screen; you can also play as a wingman riding on the Arwing or sitting on the side of the Landmaster Tank, acting as a gunner while a different player guides the vehicle. Note: The game's full title had not been announced at press time.

## FORGOTTEN REALMS: DEMON STONE

**Publisher: Atari** **In Stores: September**

TIPS & TRICKS PICK! UPDATE!

A gorgeous cinematic experience, *Demon Stone* appeals to both *Dungeons & Dragons* freaks and gamers who are just looking for an easy pick-up-and-play title. It offers all the micromanaging character skill customization that fanatics prefer, along with optional automatic attribute distribution for players who are not used to such features. The three characters all have unique attacks, and a hero meter which can be built up to allow them to unleash a super attack. If all three characters have their hero meters maxed out, an even more powerful team attack can be unleashed. The game's talented voice actors include Patrick Stewart and Michael Clarke Duncan, with an original story by famed *Dungeons & Dragons* author R.A. Salvatore.

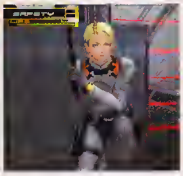


## SPY FICTION

UPDATE!

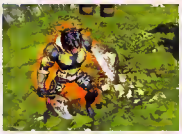
**Publisher: Sammy** **In Stores: September**

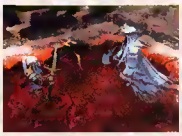
*Spy Fiction* adds a unique element to stealth-based gameplay with the ability to assume the identity of any character in the game. Play as either Billy Bishop or Sheila Crawford, both agents of the Special Execution Agency intelligence team. Armed with a "3DA Camera," the agents can capture the likeness of any unsuspecting enemy and use their special Chameleon Suits to assume that subject's identity. The Chameleon Suit can also meld into the pattern of any wall, making you practically invisible. Infiltration is the name of the game, as the S.E.A. agents try to neutralize a global organization of bio-terrorists. Released in Japan last year, the game's U.S. version will have graphic enhancements plus some variations on different levels and better enemy intelligence.



## CHAMPIONS: RETURN TO ARMS

**Publisher: Sony Online** **In Stores: February 2005**





The sequel to *Champions of Norrath* offers free online play (as long as you have your own broadband connection and the PS2 network adapter) for up to four players per game. A matchmaker service allows players to host their own games or join existing ones, in cooperative play that can be coordinated through USB headset or keyboard chat. If you can't get online, it's still possible to play a four-player game with the PS2 Multitap. *Return to Arms* lets you import your character from the first game and train them up to level 80! There are new spells, abilities, items, equipment and artifacts, as well as two new playable races. Secret levels and secret Epic items enhance the replay value of the game, which already promises over 100 hours of gameplay.

## THE URBZ

**Publisher: EA Games** **In Stores: November**

Also on PS2 XBOX

*The Urbz* enlivens the popular *Sims* series with a flavor that's a little more street, moving from the ennui of suburbia to a city that's divided into nine districts, each with its own unique characteristics. The Urbz live in a city that's open 24/7, and they have to climb the corporate and social ladders in an effort to network with only the hottest players as they build up their cribs and reputations to stellar levels. Will your Urbz be allowed access to the VIP Club or will they be shunned at the door? Get famous enough and your character's mug will appear on billboards and bus ads in a campaigning blitz worthy of the Donald himself. If you've got an EyeToy, it will be your own face staring at you from everywhere! *The Urbz* takes the *Sims* franchise in a cool new direction.

THE URBZ SIMS IN THE CITY

## TEST DRIVE: EVE OF DESTRUCTION

**Publisher: Atari** **In Stores: September**

Also on XBOX

The normally subdued *Test Drive* series is hitting the dirt with *Eve of Destruction*. It's racing at its ugliest as you try to destroy the competition in various over-the-top derby events. Be the last one standing as you pile up the scrap heap in Demo Derby, try to avoid mid-air collisions from cross-traffic while racing the Figure 8 or take out your opponents before they take you out in the Suicide Race. Just because you have a fast car, it doesn't mean you're a winner—it's about survival! 30 different vehicles are available for trashing, including cars, hearses, ambulances and even school buses! *Eve of Destruction* is being developed by Monster Games, the same folks behind EA's *NASCAR: Dirt to Daytona*. It's OK to lose your cool behind the wheel in this game!

TIPS & TRICKS PICK!

Test Drive EVE OF DESTRUCTION

## AMAZING ISLAND

**Publisher: Sega** — **Available Now**

When you woke up this morning, I'll bet the first thing you did was to imagine a competition-driven magical monster simulation that takes place on a fantastic island in another world. If so, then *Amazing Island* is the game for you. After using your imagination to create your own monster, you can then enter it in a series of competitions involving timing, speed and head-to-head battles. When you successfully complete a competition, new features are added for monster enhancement; you may even earn one of eight magic orbs, which you can use to free the Maboo Tribe from the Black Evil. If you want to test out your creation against your buddies, you can transfer your monster to the Game Boy Advance and acquire special GBA-only monster building items.

## GHOSTHUNTER

**Publisher: Namco** — **Available Now**

TIPS & TRICKS PICK!

*Ghosthunter* is a "survival horror" game set in an abandoned high school where a massacre once took place. Police officer Lazarus Jones and his partner Anna Steele are patrolling the school when they find Professor Peter Richmond's paranormal research laboratory and accidentally set free the ghosts within. Anna is kidnapped, and Lazarus is possessed with the ability to see paranormal phenomena. He must use his newfound espionic abilities—along with gadgets specifically designed to defeat ghosts—to plow through the horde of spirits he unleashed and save his partner.

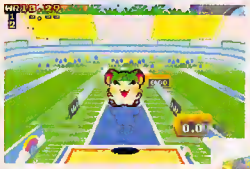
## F-ZERO GP LEGEND

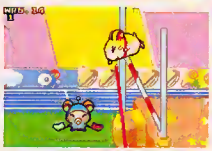
**Publisher: Nintendo** — **In Stores: September**

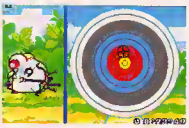
The original futuristic racing game returns to the GBA with an action-packed storyline that unfolds through the eyes of eight characters, including Captain Falcon, Samurai Goroh, Jody Summer, Rick Wheeler, Black Shadow, Zoda and more. As in the new Fox TV show, the year is 2201, the human race has ventured out into the the universe and the development of a civilization based on science is flourishing... but the F-Zero pilots know that racing is still the sport that excites one and all. Finishing each increasingly difficult Grand Prix circuit will unlock even more challenging races, and overcoming the racing obstacles in Story Mode will reveal other characters' plot lines. As in the previous GBA game, you also have the ability to link up and race your friends.

## HAMTARO: HAM-HAM GAMES

**Publisher: Nintendo** — **Available Now**







An Olympics-style tournament has brought together Ham-Hams from all over the world, including the familiar Team Ham-Ham and the Team Seaham pirates. Competitions include solo or team events where you control one of the members of the Ham-Ham Gangs, including Hamtaro, Bijou, Cappy and more. Bijou plays in the solo tennis tournament, Hamtaro and Bijou team up for doubles tennis and beach volleyball and Cappy demonstrates freestyle high-diving acrobatics in a swimming pool made of clouds! Other sports include archery, sprinting and sailing, and after events you can watch instant news coverage at the Clubhouse. You can also link up with another GBA to trade costumes you've purchased or share statistics and records you've achieved.

# Upcoming Game Release Calendar

**Publishers: Please contact us with updates and/or corrections.**

## PLAYSTATION 2

### SEPTEMBER

Asterix & Obelix (Atari)
Blood Will Tell (Sega)
Burnout 3: Takedown (EA)
Cowboy Bebop (Bandai)
Crash: Twinsanity (Vivendi Universal)
Dance Dance Revolution Extreme (Konami)
Def Jam: Fight for NY (EA)
Demon Stone (Atari)
Digimon Rumble Arena 2 (Bandai)
Dukes of Hezzerd (Ubi Soft)
Dynasty Warriors 4: Empires (Koei)
ESPN NHL 2K5 (Sega)
The Fairly OddParents 2: Shadow Showdown (THQ)
Final Fantasy XI: Chains of Promathia (Square Enix)
Gallop Racer 2005 (Tecmo)
Gradius V (Konami)
Gungrave: Overdose (Mastiff)
Headhunter: Redemption (Sega)
Jimmy Neutron: Attack of the Twonkie (THQ)
Juiced (Acclaim)
Ketamari Damacy (Namco)
The King of Fighters: Maximum Impact (SNK)
Mega Man X: Command Mission (Capcom)
Monster Hunter (Capcom)
NASCAR 2005: Chase for the Cup (EA Sports)
NHL 2005 (EA Sports)
NHL FaceOff 2005 (Sony)
Power Rangers: Dino Thunder (THQ)
The Red Star (Acclaim)
Rocky: Legends (Ubi Soft)
Second Sight (Codemasters)
Shadow Hearts: Covenant (Midway)
Shamen King: Power of Spirit (Konami)
Shark Tale (Activision)
Shin Megemi Tensei: Nocturne (Atlus)
Silent Hill 4: The Room (Konami)
Sly 2: Band of Thieves (Sony)
Star Wars: Battlefront (LucasArts)
Test Drive: Eve of Destruction (Atari)
Tiger Woods PGA Tour 2005 (EA Sports)
Viewtiful Joe (Capcom)
Yu-Yu Hakusho: Dark Tournament (Atari)
X-Men: Legends (Activision)

### OCTOBER

100 Bullets (Acclaim)
Ace Combat 5 (Namco)
Aree 51 (Midway)
Backyard Wrestling 2 (Eidos)
The Bard's Tale (Vivendi Universel)
BloodRayne 2 (Majesco)
Choro Q (Atlus)
Conflict: Vietnam (Gathering)
Cresh 'N' Burn (Eidos)
ESPN NBA 2K5 (Sega)
FIFA Soccer 2005 (EA Sports)
Fight Club (Vivendi Universel)
Get On Da Mic (Eidos)
Grand Theft Auto: San Andreas (Rockstar)
Gundam Battle Assault 3 (Bandai)
Hot Wheels: Stunt Track Challenge (THQ)
The Incredibles (THQ)
Killzone (Sony)
Kuon (Agetec)
Leisure Suit Larry: Magna Cum Laude (Vivendi Universal)
Midway Arcade Treasures 2 (Midway)
Mortal Kombat: Deception (Midway)
NBA Live 2005 (EA Sports)
The Nightmare Before Christmas (Capcom)
Outlew Golf 2 (Jack of All Games)
Rave Master (Konami)
Robotech: Invasion (Gathering)
Scaler (Global Star)
SD Gundam Force (Bandai)
SpongeBob SquarePants: The Movie (THQ)
Taiko Drum Master (Nemco)
Tak 2: The Staff of Dreems (THQ)
Teenage Mutant Ninja Turtles 2 (Konami)
Tekken's Nina Williams In Death By Degrees (Namco)
Time Crisis: Crisis Zone (Nemco)
Tony Hawk's Underground 2 (Activision)
Ty the Tasmanian Tiger 2: Bush Rescue (EA)
Under the Skin (Capcom)
World Championship Rugby (Acclaim)
Worms: Forts Under Siege (Acclaim)

### NOVEMBER

American Chopper (Activision)
Ateri Anthology! (Atari)
ATV Offroad Fury 3 (Sony)
Cabele's Deer Hunt 2005 Seeson (Activision)
Call of Duty: Finest Hour (Activision)
Capcom Fighting Jem (Capcom)
Digitel Devil Sega: Avatar Tuner (Atlus)
Dragon Ball Z: Budokai 3 (Atari)
Duel Mesters: Cobalt (Atari)
ESPN College Hoops 2K5 (Sega)
Fehrenheit (Vivendi Universal)
Ghost in the Shell (Bandai)
Godzilla: Save the Earth (Atari)
GoldenEye: Rogue Agent (EA)
Gren Turismo 4 (Sony)
Guilty Gear Isuke (Semmy)
Inuyasha: The Secret of the Cursed Mask (Bandai)
Jak 3 (Sony)
King Arthur (Konemi)
The King of Fighters 2002 & 2003 (SNK)
Lemony Snicket's A Series of Unfortunate Events (Activision)
Lobo (Kemco)
The Lord of the Rings: The Third Age (EA)
Mege Men X8 (Capcom)
Metal Geer Solid 3: Sneke Eeter (Konami)
Midnight Club 3: DUB Edition (Rockstar)
Monster Jam 3 (Ubi Soft)
NCAA Merch Madness 2005 (EA Sports)
Need for Speed: Underground 2 (EA)
Neo Contre (Konemi)
Pinbell Hall of Feme (Crave)
The Polar Express (THQ)
Predetor: Concrete Jungle (Vivendi Universel)
Prince of Persia 2 (Ubi Soft)
Ratchet & Clank: Up Your Arsenal (Sony)
Rumble Roses (Konemi)
Savage Sefari Hunt (Crave)
Sege Superstars (Sege)
Shadow of Rome (Capcom)
Sonic Mege Collection Plus (Sega)
Spyro: A Hero's Tale (Vivendi Universal)
Suikoden IV (Konemi)
Super Monkey Ball DX (Sege)
Tom Clency's Ghost Recon 2 (Ubi Soft)
The URB2: Sims in the City (EA)
Wild Arms Alter Code: F (Agetec)
WWE Smackdown vs. RAW (THQ)
Yu-Gi-Oh!: Capsule Monster Coliseum (Konami)

## GAMECUBE

### SEPTEMBER

Def Jem: Fight for NY (EA Sports BIG)
Digimon Rumble Arene 2 (Bendei)
Donkey Konge (Nintendo)
The Fairly OddParents 2: Shadow Showdown (THQ)
Jimmy Neutron: Attack of the Twonkie (THQ)
Mega Men X: Commend Mission (Capcom)
NASCAR 2005: Chese for the Cup (EA Sports)
NHL 2005 (EA Sports)
Power Rengers: Dino Thunder (THQ)
Second Sight (Codemesters)
Shark Tale (Activision)
World Championship Pool 2004 (Jeleco)
Tiger Woods PGA Tour 2005 (EA Sports)
Zoids: Battle Legends (Atari)
X-Men: Legends (Activision)

### OCTOBER

FIFA Soccer 2005 (EA Sports)
The Incredibles (THQ)
NBA Live 2005 (EA Sports)
Paper Mario 2 (Nintendo)
SpongeBob SquarePents: The Movie (THQ)
Tak 2: The Steff of Dreams (THQ)
Teenege Mutant Ninja Turtles 2 (Konami)
Tony Hawk's Underground 2 (Activision)
Ty the Tazmenien Tiger 2: Bush Rescue (EA)

### NOVEMBER

Baten Keitos (Namco)
Cabela's Big Game Hunter 2005 Season (Activision)
Call of Duty: Finest Hour (Activision)
GoldenEye: Rogue Agent (EA)
King Arthur (Konami)
Lemony Snicket's A Series of Unfortunate Events (Activision)
The Lord of the Rings: The Third Age (EA)
Metroid Prime 2: Echoes (Nintendo)
Need for Speed: Underground 2 (EA)
The Polar Express (THQ)
Prince of Persia 2 (Ubi Soft)
Spyro: A Hero's Tele (Vivendi Universel)
Star Fox (Nintendo)
Tom Clancy's Ghost Recon 2 (Ubi Soft)
The URB2: Sims in the City (EA)

## XBOX

### SEPTEMBER

Burnout 3: Takedown (EA)
Crash: Twinsenity (Vivendi Universel)
Def Jam: Fight for NY (EA Sports BIG)
Digimon Rumble Arene 2 (Bendai)
Dukes of Hazzard (Ubi Soft)
ESPN NHL 2K5 (Sega)
Fable (Microsoft)
Galleon: Islands of Mystery (Atlus)
Guilty Gear X2 Reloeded (Majesco)
Heedhunter: Redemption (Sege)
Juiced (Acclaim)
Men of Valor: Vietnem (Vivendi Universal)
NASCAR 2005: Chase for the Cup (EA Sports)
NHL 2005 (EA Sports)
Pool Paradise (Ignition)
The Red Star (Acclaim)
Rocky: Legends (Ubi Soft)
Second Sight (Codemesters)
Sherk Tele (Activision)
Silent Hill 4: The Room (Konami)
Star Wers: Battlefront (LucasArts)
Street Fighter Anniversary Collection (Capcom)
SVC Chaos: SNK vs. Capcom (SNK)
Test Drive: Eve of Destruction (Ateri)
Tiger Woods PGA Tour 2005 (EA Sports)
X-Men: Legends (Activision)
Yager (Kemco)

### OCTOBER

100 Bullets (Acclaim)
Area 51 (Midwey)
Beckyard Wrestling 2 (Eidos)
The Berd's Tale (Vivendi Universal)
BloodRayne 2 (Majesco)
Brothers in Arms (Ubi Soft)
Bicycle Casino (Activision)
Chessmaster (Ubi Soft)
Close Combat: First Fight (Gathering)
Colin McRee Rally 2005 (Codemasters)
Conflict: Vietnam (Gathering)
Crash 'N' Burn (Eidos)
Deed or Alive Ultimete (Tecmo)
Doom III (Activision)
ESPN NBA 2K5 (Sega)
Fatal Frame 2 (Tecmo)
FIFA Soccer 2005 (EA Sports)
Fight Club (Vivendi Universal)
Hot Wheels: Stunt Track Challenge (THQ)
The Incredibles (THQ)
Leisure Suit Larry: Magna Cum Laude (Vivendi Universal)
Midway Arcade Treasures 2 (Midway)
Monster Garage (Activision)
Mortel Kombat: Deception (Midway)
NBA Live 2005 (EA Sports)
Operation Flesh point (Codemasters)
Otogi 2 (Sega)
Outlew Golf 2 (Global Star)
Outrun 2 (Microsoft)
Red Ninje: End of Honor (Vivendi Universal)
Robotech: Invasion (Gathering)
Sceler (Global Star)
SpongeBob SquerePents: The Movie (THQ)
Shayde: Monsters vs. Humans (Metro 3D)
Tek 2: The Staff of Dreams (THQ)
Teenage Mutant Ninje Turtles 2 (Konami)
Tony Hawk's Underground 2 (Activision)
Tron 2.0: Killer App (Buena Vista)
Ty the Tasmenien Tiger 2: Bush Rescue (EA)
Ultra Bust-A-Move (Majesco)
Unreal Championship 2: The Liandri Conflict (Microsoft)
World Championship Rugby (Acclaim)
Worms: Forts Under Siege (Sega)

### NOVEMBER

American Chopper (Activision)
Cabela's Big Game Hunter 2005 Season (Activision)
Call of Duty: Finest Hou (Activision)
Dance Dance Revolution: Ultramix 2 (Konami)
Demon Stone (Atari)
ESPN College Hoops 2K5 (Sege)
Godzilla: Seve the Eerth (Atari)
GoldenEye: Rogue Agent (EA)
Halo 2 (Microsoft)
Iron Phoenix (Semmy)
King Arthur (Konami)
The King of Fighters 2002 & 2003 (SNK)
Lemony Snicket's A Series of Unfortunate Events (Activision)
The Lord of the Rings: The Third Age (EA)
Midnight Club 3: DUB Edition (Rockstar)
Monster Jem 3 (Ubi Soft)
NCAA Merch Madness 2005 (EA Sports)
Need for Speed: Underground 2 (EA)
Predator: Concrete Jungle (Vivendi Universal)
Prince of Persia 2 (Ubi Soft)
Spyro: A Hero's Tele (Vivendi Universel)
Spy vs. Spy (Global Star)
Tom Clancy's Ghost Recon 2 (Ubi Soft)
Top Geer: RPM Tuning (Kemco)
The URB2: Sims in the City (EA)

## GAME BOY ADVANCE

### SEPTEMBER

Advence Guardian Heroes (Ubi Soft)
Beckyerd Besketball (Atari)
Disney's Aleddin (Capcom)
Dragon Ball Z: Buu's Fury (Atari)
The Fairly OddParents 2: Shadow Showdown (THQ)
Finding Nemo: The Continuing Adventure (THQ)
F-Zero: GP Legend (Nintendo)
Jimmy Neutron: Attack of the Twonkie (THQ)
Lilo & Stitch 2 (Disney)
Lizzie McGuire 2 (Disney)
Mege Men Anniversary Collection (Capcom)
Nicktoons (THQ)
Pokémon: Fire Red (Nintendo)
Pokémon: Leaf Green (Nintendo)
Shamen King: Master of Spirits (Konemi)
Shark Tale (Activision)
A Sound of Thunder (BAMI)
Star Wers Trilogy (Ubi Soft)
Zoids: Legacy (Atari)

### OCTOBER

Beyblade Grevolution (Ateri)
Boktai 2: Solar Boy Django (Konemi)
FIFA Soccer 2005 (EA Sports)
Hot Wheels: Stunt Track Challenge (THQ)
The Incredibles (THQ)
Kirby & The Amazing Mirror (Nintendo)
Lego Knights Kingdom (THQ)
Mario Pinball (Nintendo)
Mega Man Zero 3 (Capcom)
The Nightmare Before Christmas: The Pumpkin King (Disney)
Reve Master (Konemi)
Rugrets: All Growed Up (THQ)
SD Gundam Force (Bendai)
Shrek 2: Part 2 (Activision)
SpongeBob SquerePants: The Movie (THQ)
Tek 2: The Staff of Dreams (THQ)
Teenage Mutent Ninja Turtles 2 (Konami)
Thet's So Raven (Disney)
Tony Hawk's Underground 2 (Activision)
Tron 2.0: Killer App (Disney)
Ty the Tasmanien Tiger 2: Bush Rescue (EA)
WWE Survivor Series (THQ)

### NOVEMBER

Cabela's Big Game Hunter 2005 Season (Activision)
Disney's Magical Quest 3 (Capcom)
Donkey Kong Country 2 (Nintendo)
Duel Mesters: Kaijuda Showdown (Ateri)
Kingdom Hearts: Chain of Memories (Square Enix)
Lemony Snicket's A Series of Unfortunate Events (Activision)
The Lord of the Rings: The Third Age (EA)
Need for Speed: Underground 2 (EA)
The Polar Express (THQ)
The URB2: Sims in the City (EA)
Yu-Yu Hekusho: Tournament Tactics (Atari)

# READER MAIL

If you send us a letter, Earl will deliver it to us.

**TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211**

## PRESTIGIOUS

I've been a longtime reader and this is my first time writing to your prestigious magazine. I have a few questions that I would like to ask you:

1) Why did you decide to change the paper in the tips section and the *Pencil Puzzles*?

2) What is your favorite game of the newly-released "Classic NES" series on Game Boy Advance?

Thank you for taking your time reading my letter and my questions.

—Brian Birdwell
Decatur, IL

*1) TIPS & TRICKS changed its paper stock in order to make the entire magazine in full color; previously, 32 pages in each issue were printed in just two colors on lesser-quality paper. We changed it to make the magazine look better, and we hope you'll agree that it worked.*

*Unfortunately, it's very tough to write on the new, slicker paper with a pencil, so fans of our* Pencil Puzzles *have been writing in to complain. We are aware of the problem and are currently looking for a solution. One of the possibilities we've considered is to publish a special issue on the original paper stock with all* Pencil Puzzles *from cover to cover, but doing so would be very expensive; we'd need some assurance from our readers that there's enough interest out there. If you'd be willing to purchase such a magazine, please write to us and let us know.*

*2)* The Legend of Zelda *is the obvious choice, but we've also been playing a whole lot of* Xevious.

*Thanks for writing, Brian; we don't think we've ever been called "prestigious" before.*

## A RAILFAN WRITES

I've been a railroad fan for many years. I was wondering if any video-game companies ever thought of creating a simulation game to drive around trains. I've played a game called *Big Mutha Truckers*; it was fun, but I'll bet it was much more appealing to those who like trucks or drive them around. I thought that the creators of *Big Mutha Truckers* could create a train game.

I like trains. I would like to see a video game featuring trains. You could haul a freight or passenger train from state to state (with realistic whistles), learn to drive trains and switch cars, speed up or stop to avoid derailments or hitting another oncoming train, etc.

If you can, pass the idea on to any video-game company. There are millions of railfans around the world who would enjoy a game like this.

—Ralph Powers Jr.
Waukesha, WI

*Each month, we send complimentary copies of TIPS & TRICKS to hundreds of people at dozens of different video-game companies—including Eutechnyx, the developer of* Big Mutha Truckers*—so your message has been delivered.*

*And while you're waiting for your dream to come true, you might want to check out one of the games in the popular* Railroad Tycoon *series for the PC; they're not much different from the game you're describing. In fact, Take 2 released* Railroad Tycoon II *for the PlayStation back in 2000; if you can find a copy, it will play on your PlayStation 2.*

***Railroad Tycoon II* on the PS one: the console game for railfans**

## "SPAZOLA" BACKLASH

*Editor's Note: In our July issue, we printed a letter from a reader who identified himself as "Spazola" and had nothing but harsh criticism for TIPS & TRICKS. Among many other colorful comments, he told us that our strategy guides are only read by "a small group of illiterate people," that our magazine "looks like snot" and that we were "the #1 worst magazine of all time!" Here are a few of the more interesting letters we've received in rebuttal:*

I read your strategy guides; they're great. And I'm not an illiterate person. I'm not seven years old, and I don't have a brain disorder. I may not be interested in *Tournament Report* or the sports section, but some people are.

—Zachary Rohrer
Brownsville, PA

I use the walkthroughs because they are helpful to me. And no, they don't write about games that only a small group of illiterate people (like you) will play. You'd better wake up, kid, because not everything is perfect. Get a life.

—Nico Velex
Citrus Heights, CA

I'm writing this response to what "Spazola" said about your magazine. I agree with him and at the same time I don't. First of all, I agree that nobody cares about *Tournament Report*. I agree with him about the mail also; you should publish more than just letters that make you look good. But "Spazola," just because you don't use the guides, it doesn't mean that other people don't.

And another thing: People, use your real names. If you don't have the courage to put your real name in a letter to a magazine, then you're not gonna have the courage to try to meet girls or do anything else for that matter.

—Eric Johnson
Loxahatchee, FL

## TIPS & TRICKS Reader Art Gallery

by Dinny Hensley, Laughlin, NV

by Taylor Delaune, Prairieville, LA

by Eddy Tang, Tucson, AZ

by Hugo Artigas, Peoria, AZ

# Gaming Gear

hardware peripherals accessories

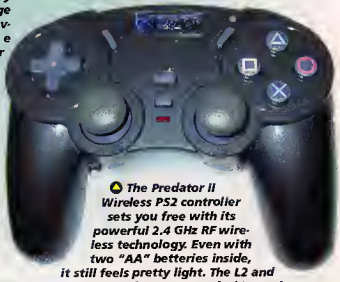
The Free Shot Light Blaster is the first wireless gun peripheral for the PS2, allowing you to get crazy with your shooting poses without feeling all tangled. The Free Shot has a switch for both GunCon 1 and 2 games so you can play all the games in Namco's Time Crisis series. Auto-fire and auto-reload options allow you to blaze through some of the harder levels. Ready, aim and fire without any wires for $39.95.

To coincide with the release of the "Classic NES Series" on the Game Boy Advance, Nintendo has introduced this sweet Classic NES Limited Edition GBA, which is modeled after the Nintendo Entertainment System. The D-pad and button aree looks just like an old-school NES controller, and the top of the unit (not pictured here) is decorated to look like the grooves on the top of the NES. Retro greatness for $99.99!

Intec's Pro Mini 2 controller for the Xbox is ideel for the gamer with smell hands. Don't let its size fool you, though; the Pro Mini hes ell the features of a full-sized controller plus edditionel programmeble functions. A Turbo button lets you cheat your way through some of your tougher gemes. The controller also comes in a clear green color. Aveilable now for $19.99.

The Evo Sport GT Wireless Wheel from Pelicen gives you the freedom to pley anywhere in the room with no wires. The wheel hes e nice turning feel with its Active Torque System, imiteting reel power steering. The Evo Sport GT hes some interesting touches, like a battery life indicetor designed as a fuel gauge end a handy adjusteble steering sensitivity switch. The wheel elso comes with e full-sized gas and breke pedal floor unit. Aveilable now for $59.95.

Available exclusively at the Pokémon Center store in New York (or through PokémonCenter.com) for $19.99, Pokémon Box: Ruby & Sapphire is a utility disc for the GemeCube which allows you to store all of the Pokémon you've collected in Pokémon Ruby or Sepphire, Pokémon Colosseum and the upcoming Pokémon FireRed or LeafGreen and store them on a memory cerd. It elso allows you to pley Ruby or Sapphire on your TV through the GemeCube by hooking up a GBA with a Game Boy Advance Cable; no Geme Boy Pleyer necessary. Best of all, Pokémon Box comes with a cool, transperent red end blue Memory Cerd 59 and e Geme Boy Advance Cable; the accessories elone are worth $25, so it's almost like you're getting Pokémon Box for free.



The Predator II Wireless PS2 controller sets you free with its powerful 2.4 GHz RF wireless technology. Even with two "AA" betteries inside, it still feels pretty light. The L2 and R2 buttons have been recessed a bit to give you a tighter grip. The Predator II elso delivers up to 150 hours of bettery life. Get one et your local geme store for $34.95.

Pelican's Eclipse II Wireless Xbox controller uses the letest in 2.4 GHz RF wireless technology. The controller hes zero latency end convenient autochennel-hopping, so you never need to worry about hiccups in the signal response. Alternete Black and White buttons have also been relocated to the shoulder trigger buttons for eese of use. The Eclipse II boasts low power consumption with up to 150 hours of battery life. Go wireless for $34.95.

# ONLINE GAMER

by Joson Wilson
Xbox Live Gamertag: Dream Theater
PS2 Online Username: DreamTR

## Get Connected to the World of Online Console Gaming

**Ever since Catapult Entertainment released the XBAND Video Game Modem for the Sega Genesis back in 1994, console gamers have been able to play online against competitors from across North America on systems like the Super NES, Sega Saturn and Sega Dreamcast. Online console gaming is now commonplace, and with broadband Internet access readily available in many areas, players can enjoy a multitude of different online-compatible games across three platforms with minimal latency or "lag" (the delay between the press of a button on your controller—or your opponent's controller—and the corresponding result on the screen). For our inaugural online column, we'll take you through the basics and provide you with a list of each system's online games and features. Find out what's out there, waiting for you...the *Online* Gamer.**

## CONNECTION CHOICES

Going online with your PS2, Xbox or GameCube is simple...*if* you have the right tools. There is a wide variety of setup options for each system—and a variety of ISPs (Internet Service Providers) for you to choose from. Here are the basic types of connections that are available:

### 56K Modem (Dial-Up)

Only a select group of PlayStation 2 and GameCube titles are compatible with a 56K modem connection, which uses a standard phone line to transfer data between your game system and the Internet. You do not need an ISP for games that allow use of dial-up unless they are PS2 games that require an AOL dial-up connection such as *The Sims: Bustin' Out*. You can't talk on the phone while using a dial-up connection to play online games unless you have a second phone line installed in your home. This is the least expensive type of connection available for online gaming. Naturally, it's also the slowest. But it's available everywhere, even in remote locations like Vermontville, Michigan.

### Cable

Your local cable TV company may also be an Internet Service Provider, offering a high-speed broadband connection for a monthly charge. Digital cable modems have a high download rate and a decent upload speed (which is important for a smooth connection). However, this connection is shared with other cable customers in your neighborhood, so the data transfer rate may be slowed down significantly if you are in a highly populated area during peak hours (usually 5:00 PM to midnight on weekdays and anytime on the weekend) and your neighbors are busy downloading MP3s and Paris Hilton videos. Note: Some cable providers still provide analog connections if digital service is not available. If you're thinking of getting a cable hook-up for online gaming, you should contact your cable company first and find out if they provide analog or digital Internet service. Digital cable connections are smoother, faster and can actually be the best type of service to have if you live in a sparsely-populated region...but a shared analog connection will make it very difficult for you to have a smooth gameplay experience.

### DSL

DSL (Digital Subscriber Line) broadband connections are often available through your local phone company for a monthly charge. With a DSL set-up, digital data is transferred through your existing phone line, but you can still make and receive phone calls while playing online. Like cable, a DSL modem will transfer data much faster than a 56K dial-up connection. Although the transfer rates are not as fast as the maximum potential speed of cable modems, DSL can be highly efficient because you're not sharing the connection with dozens of other users. The upload speed is usually sufficient for lag-free online gaming.

### T1 (Trunk Level 1), T3 (Trunk Level 3), OC (Optical Carrier), LAN (Local Area Network)

Unless you are a business or corporation, it is unlikely you have one of these very expensive connections available at home. Most of the online gamers with T1 connections are playing at colleges. I have a T1 connection here at the *Tips & Tricks* offices, and it's incredibly fast in the evenings, after everyone has gone home for the day and the line is not being shared. Unfortunately, during the day my co-workers are sending e-mails and downloading files, which causes a lot of annoying frame-rate hiccups and lag problems when I'm trying to beat down some EO scrubs in *Capcom vs. SNK 2*. When there is no one else using the line, this connection can be pure bliss...but unless you have hundreds of dollars to spend on ISP fees each month, you're better off with cable or DSL.

## XBOX LIVE

Microsoft's *Xbox Live* is a broadband-only subscription-based service. Many *Live*-compatible games come with subscription cards that allow you to check out the online features for two months at no charge. The monthly subscription fee is $5.99, or you can sign up for one year at $49.99. The subscription entitles you to unlimited online play with any *Xbox Live*-compatible game during that period, all managed by Microsoft's dedicated *Xbox Live* servers. Each player can choose one "Gamertag" (user name) and must use the same name when playing all *Live*-compatible games with that account. The Gamertag can be transferred to another console via an Xbox Memory Unit, and only one Xbox Gamertag is allowed per Memory Unit. Because *Xbox Live* is broadband-only and the Gamertag offers centralized use of your account info, you can even play import games with your Gamertag against competitors in other countries, as long as you have the correct hardware. (I have played the import-only *Guilty Gear XX Reload* with my Gamertag in the U.S. by using a Japanese Xbox and a Japanese copy of the game.)

While some providers charge fees for downloadable content (like extra songs in *Dance Dance Revolution Ultramix* or additional multiplayer maps in *MechAssault*), no additional fees are required to play the following games online, with one exception: In addition to the cost of your *Xbox Live* subscription, *Phantasy Star Online* requires you to purchase a "Hunter's License" for an additional $8.95 per month (though it's free for the first two months). You cannot play *Phantasy Star Online* without the Hunter's License.

| Title | Publisher | Multi-player | Downloadable Content | Score-boards | Friends List | Voice | Max. Players Per Xbox | Max. Players Per Match |
|---|---|---|---|---|---|---|---|---|
| All-Star Baseball 2004 | Acclaim | No | Roster update | No | No | No | N/A | N/A |
| All-Star Baseball 2005 | Acclaim | Yes | Roster update | Yes | Yes | Yes | 1 | 2 |
| Amped 2 | Microsoft | Yes | Extra courses | Yes | Yes | Yes | 1 | 8 |
| Armed and Dangerous | LucasArts | No | Extra missions | No | No | No | N/A | N/A |
| Auto Modellista | Capcom | Yes | None | Yes | Yes | Yes | 1 | 8 |
| Brute Force | Microsoft | No | Extra maps | No | No | No | N/A | N/A |
| Burnout 2: Point of Impact—Developer's Cut | Acclaim | No | No | Yes | No | No | N/A | N/A |
| Cabela's Dangerous Hunts | Activision | No | None | Yes | No | No | N/A | N/A |
| Cabela's Deer Hunt | Activision | No | None | Yes | No | No | N/A | N/A |
| Capcom vs. SNK 2: ED | Capcom | Yes | None | Yes | Yes | Yes | 1 | 2 |
| Carve | Global Star | Yes | None | Yes | Yes | Yes | 2 | 8 |
| The Chronicles of Riddick: Escape from Butcher Bay | Vivendi Universal | No | No | No | Yes | No | N/A | N/A |
| Colin McRae Rally 04 | Codemasters | No | None | Yes | No | No | N/A | N/A |
| Conflict: Desert Storm II—Back to Baghdad | Gotham Games | No | Extra uniforms | No | No | No | N/A | N/A |
| Corvette | TDK | Yes | None | Yes | Yes | Yes | 1 | S |
| Counter-Strike | Microsoft | Yes | Extra maps | Yes | Yes | Yes | 1 | 8 |
| Crimson Skies: High Road to Revenge | Microsoft | Yes | Extra areas | Yes | Yes | Yes | 2 | 16 |
| Dance Dance Revolution Ultramix | Konami | Yes | Extra song sets | Yes | Yes | Yes | 1 | 4 |
| Dead Man's Hand | Atari | Yes | T.B.A. | No | Yes | Yes | 1 | 8 |
| Driv3r | Atari | No | Replays uploaded by other players | Yes | Yes | No | N/A | N/A |
| ESPN Baseball | Sega | Yes | T.B.A. | Yes | Yes | Yes | 1 | 2 |
| ESPN College Hoops | Sega | Yes | Roster and schedule updates | Yes | Yes | Yes | 4 | 8 |
| ESPN NBA Basketball | Sega | Yes | Roster update | Yes | Yes | Yes | 4 | 8 |
| ESPN NFL 2K5 | Sega | Yes | Roster update | Yes | Yes | Yes | 4 | 8 |
| ESPN NFL Football | Sega | Yes | Roster update | Yes | Yes | Yes | 4 | 8 |
| ESPN NHL Hockey | Sega | Yes | Roster update | Yes | Yes | Yes | 4 | 8 |
| Ford Racing 2 | Gotham Games | No | None | Yes | No | No | N/A | N/A |
| Full Spectrum Warrior | THQ | Yes | T.B.A. | No | Yes | Yes | 1 | 2 |
| Godzilla: Destroy All Monsters Melee | Atari | No | Extra levels | No | No | No | N/A | N/A |
| High Heat Major League Baseball 2004 | 3DO | No | Roster update | No | No | No | N/A | N/A |
| Hunter: The Reckoning—Redeemer | Vivendi Universal | No | Extra costumes | No | No | No | N/A | N/A |
| IHRA Drag Racing 2004 | Bethesda | No | None | Yes | No | No | N/A | N/A |
| Indy Car Series 2005 | Codemasters | Yes | None | Yes | Yes | Yes | 1 | 12 |
| Inside Pitch 2003 | Microsoft | Yes | Roster update | Yes | Yes | Yes | 1 | 2 |
| Links 2004 | Microsoft | Yes | Extra courses | Yes | Yes | Yes | 2 | 4 |
| Madden NFL 2005 | EA Sports | Yes | Roster update | Yes | Yes | Yes | 2 | 4 |
| Magic: The Gathering—Battlegrounds | Atari | Yes | T.B.A. | Yes | Yes | Yes | 1 | 2 |
| MechAssault | Microsoft | Yes | New mechs, maps, game types | Yes | Yes | Yes | 2 | 8 |
| Metal Slug 3 | SNK NeoGeo USA | No | None | Yes | No | No | N/A | N/A |
| Midnight Club II | Rockstar | Yes | None | Yes | Yes | Yes | 1 | 8 |
| Midtown Madness 3 | Microsoft | Yes | Extra stages | Yes | Yes | Yes | 1 | 8 |
| Midway Arcade Treasures | Midway | No | None | Yes | No | No | N/A | N/A |
| MLB SlugFest: Loaded | Midway | Yes | T.B.A. | Yes | Yes | Yes | 1 | 2 |
| MotoGP 2 | THQ | Yes | None | Yes | Yes | Yes | 4 | 16 |
| MotoGP Trial Edition | THQ | Yes | None | Yes | Yes | Yes | 4 | 16 |
| MTX Mototrax | Activision | Yes | None | Yes | Yes | Yes | 1 | 8 |
| MX Superfly | THQ | No | Extra tracks | No | No | No | N/A | N/A |
| NBA 2K3 | Sega | Yes | Roster update | Yes | Yes | Yes | 4 | 8 |
| NBA Inside Drive 2004 | Microsoft | Yes | Roster update | Yes | Yes | Yes | 4 | 8 |
| NBA JAM | Acclaim | No | Secret teams | No | No | No | N/A | N/A |
| NCAA College Basketball 2K3 | Sega | Yes | None | Yes | Yes | Yes | 4 | 8 |
| NCAA Football 2005 | EA Sports | Yes | Roster update | Yes | Yes | Yes | 2 | 4 |
| NFL 2K3 | Sega | Yes | Roster update | Yes | Yes | Yes | 4 | 8 |
| NFL Fever 2003 | Microsoft | Yes | Roster update | Yes | Yes | Yes | 4 | 8 |
| NFL Fever 2004 | Microsoft | Yes | Roster update | Yes | Yes | Yes | 4 | 8 |
| NHL 2K3 | Sega | Yes | None | Yes | Yes | Yes | 4 | 8 |
| NHL Rivals 2004 | Microsoft | Yes | Roster update, new logo | Yes | Yes | Yes | 4 | 8 |
| Ninja Gaiden | Tecmo | No | T.B.A. | Yes | No | No | N/A | N/A |
| Outlaw Volleyball | Simon & Schuster | Yes | Secret character | Yes | Yes | Yes | 4 | 8 |
| Phantasy Star Online Episode I & II | Sega | Yes | Extra stages | No | Yes | Yes | 1 | unlimited |
| Power Drome | Mud Duck | Yes | None | Yes | Yes | Yes | 1 | 4 |
| Prince of Persia: The Sands of Time | Ubi Soft | No | None | No | Yes | No | N/A | N/A |
| Pro Fishing Challenge | Atlus | Yes | T.B.A. | Yes | Yes | Yes | 1 | 8 |
| Project Gotham Racing 2 | Microsoft | Yes | T.B.A. | Yes | Yes | Yes | 1 | 8 |
| RalliSport Challenge 2 | Microsoft | Yes | None | Yes | Yes | Yes | 1 | 16 |
| Red Dead Revolver | Rockstar | No | None | No | Yes | No | N/A | N/A |
| Return to Castle Wolfenstein: Tides of War | Activision | Yes | Extra missions | Yes | Yes | Yes | 1 | 16 |
| Room Zoom | Jaleco | Yes | None | Yes | Yes | Yes | 1 | 8 |
| Run Like Hell | Interplay | No | New skins and stages | No | No | No | N/A | N/A |
| Secret Weapons Over Normandy | LucasArts | No | Extra planes and missions | No | No | No | N/A | N/A |
| Sega GT Online | Sega | Yes | Extra cars, parts and goods | Yes | Yes | Yes | 1 | 12 |
| Shadow Ops: Red Mercury | Atari | Yes | None | No | Yes | Yes | 2 | 8 |
| Soldier of Fortune II: Double Helix | Activision | Yes | Extra maps | No | Yes | Yes | 1 | 12 |
| Star Wars: Jedi Knight—Jedi Academy | LucasArts | Yes | None | No | Yes | Yes | 2 | 9 |
| Star Wars: Knights of the Old Republic | LucasArts | No | New areas | No | No | No | N/A | N/A |
| Star Wars: The Clone Wars | LucasArts | Yes | Extra maps | Yes | Yes | Yes | 1 | 8 |
| Steel Battalion: Line of Contact | Capcom | Yes | Extra items, levels | Yes | Yes | Yes | 1 | 10 |
| Strike Force Bowling | Crave | No | None | No | Yes | No | N/A | N/A |
| SWAT Global Strike Team | Sierra | No | Extra levels | Yes | No | No | N/A | N/A |
| Tenchu: Return From Darkness | Activision | Yes | None | Yes | Yes | Yes | 1 | 2 |
| Tetris Worlds: Online Edition | THQ | Yes | None | Yes | Yes | Yes | 2 | 4 |
| TOCA Race Driver 2 | Codemasters | Yes | None | Yes | Yes | Yes | 2 | 12 |
| ToeJam & Earl III | Sega | No | Extra levels and characters | No | No | No | N/A | N/A |
| Tom Clancy's Ghost Recon | Ubi Soft | Yes | None | No | Yes | Yes | 4 | 16 |

## Xbox Live Games

| Title | Publisher | Multi-player | Downloadable Content | Score-boards | Friends List | Voice | Max. Players Per Xbox | Max. Players Per Match |
|---|---|---|---|---|---|---|---|---|
| Tom Clancy's Ghost Recon: Island Thunder | Ubi Soft | Yes | New maps | No | Yes | Yes | 4 | 16 |
| Tom Clancy's Rainbow Six 3 | Ubi Soft | Yes | Extra multiplayer maps | No | Yes | Yes | 4 | 16 |
| Tom Clancy's Splinter Cell | Ubi Soft | No | Extra levels | No | No | No | N/A | N/A |
| Tom Clancy's Splinter Cell: Pandora Tomorrow | Ubi Soft | Yes | T.B.A. | Yes | Yes | Yes | 1 | 4 |
| Top Spin | Microsoft | Yes | None | Yes | Yes | Yes | 2 | 4 |
| Trivial Pursuit: Unhinged | Atari | Yes | None | No | Yes | Yes | 4 | 6 |
| Unreal Championship | Atari | Yes | New characters/levels | Yes | Yes | Yes | 1 | 16 |
| Unreal II: The Awakening | Atari | Yes | None | Yes | Yes | Yes | 1 | 8 |
| Whacked! | Microsoft | Yes | None | No | Yes | Yes | 1 | 4 |
| World Championship Pool 2004 | Jaleco | Yes | None | No | Yes | Yes | 1 | 2 |
| Xbox Music Mixer | Microsoft | No | New songs | No | No | No | N/A | N/A |
| XIII | Ubi Soft | Yes | None | Yes | Yes | Yes | 2 | 8 |

## Xbox Live Future Releases

| Title | Publisher | Release Date |
|---|---|---|
| Advent Rising | Majesco | September |
| Dead or Alive Ultimate | Tecmo | September |
| Guilty Gear X2 #Reload | Majesco | September |
| Juiced | Acclaim | September |
| Midway Arcade Treasures 2 | Midway | September |
| NASCAR 2005: Chase for the Cup | EA Sports | September |
| NHL 2005 | EA Sports | September |
| Rapala Pro Fishing | Activision | September |
| Star Wars: Battlefront | LucasArts | September |
| Street Fighter Anniversary Collection | Capcom | September |
| SVC Chaos: SNK vs. Capcom | SNK Neo Geo USA | September |
| Tiger Woods PGA Tour 2005 | EA Sports | September |
| Area 51 | Midway | October |
| Black 9 | Majesco | October |
| Burnout 3: Takedown | EA Games | October |
| Call of Duty: Finest Hour | Activision | October |
| Doom III | Activision | October |
| ESPN NBA 2K5 | Sega | October |
| ESPN NHL 2K5 | Sega | October |
| FIFA Soccer 2005 | EA Sports | October |
| The King of Fighters 2002/2003 Greatest Hits Collection | SNK Neo Geo USA | October |
| Mortal Kombat: Deception | Midway | October |
| NBA Live 2005 | EA Sports | October |
| Battlefield: Modern Combat | EA Games | November |
| Dead to Rights II | Namco | November |
| ESPN College Hoops 2K5 | Sega | November |
| GoldenEye: Rogue Agent | EA Games | November |
| Halo 2 | Microsoft | November |

| Title | Publisher | Release Date |
|---|---|---|
| The Lord of the Rings: The Third Age | EA Games | November |
| Midnight Club 3: DUB Edition | Rockstar | November |
| NCAA March Madness 2005 | EA Sports | November |
| Need for Speed Underground 2 | EA Games | November |
| Tom Clancy's Ghost Recon 2 | Ubi Soft | November |
| Conker: Live and Reloaded | Microsoft | December |
| Forza Motorsport | Microsoft | December |
| Armada 2: Star Command | Metro 3D | T.B.A. |
| Darkwatch | Sammy Studios | T.B.A. |
| Oronez | Metro 3D | T.B.A. |
| ESPN MLB 2K5 | Sega | T.B.A. |
| Fable | Microsoft | T.B.A. |
| Far Cry | Ubi Soft | T.B.A. |
| FlatOut | Empire Interactive | T.B.A. |
| Iron Phoenix | Sammy Studios | T.B.A. |
| Jade Empire | Microsoft | T.B.A. |
| Kingdom Under Fire: The Crusaders | Microsoft | T.B.A. |
| MechAssault 2: Lone Wolf | Microsoft | T.B.A. |
| Men of Valor: Vietnam | Vivendi Universal | T.B.A. |
| Metal Slug 4 & 5 | SNK NeoGeo USA | T.B.A. |
| NFL Street 2 | EA Sports | T.B.A. |
| Operation Flashpoint | Codemasters | T.B.A. |
| Painkiller | Dreamcatcher | T.B.A. |
| Powerdrome | Bethesda | T.B.A. |
| TimeSplitters: Future Perfect | EA Games | T.B.A. |
| Ultra Bust-A-Move | Majesco | T.B.A. |
| Unreal Championship 2: The Liandri Conflict | Microsoft | T.B.A. |
| Worms 3D: Special Edition | Acclaim | T.B.A. |

## PLAYSTATION 2 ONLINE

To play PS2 games online, you'll need a PS2 Network Adaptor (MSRP: $39.99). Some earlier games such as *Tony Hawk's Pro Skater 3* and *Madden NFL 2003* were playable online with a USB modem before the Network Adaptor was available, but there's no reason to go that route today, especially since online play may no longer be supported for such titles. Unlike *Xbox Live*, there is no centralized subscription service; each individual game may be hosted on a different server. You'll need to choose a different online nickname for each game—and you'll also have to read the online user agreement for each title. The upside is that there's usually no fee. You're also not limited to just broadband; many games support users with dial-up connections.

## PlayStation 2 Online Games

| Title | Publisher | Dial-Up Support | Headset Compatible | Max. Players Per PS2 | Max. Players Per Match | Monthly Subscription Fee |
|---|---|---|---|---|---|---|
| 007: Everything or Nothing | EA Games | Yes | No | 1 | 2 | N/A |
| All-Star Baseball 2005 | Acclaim | No | No | 1 | 2 | N/A |
| Amplitude | Sony | Yes | No | 2 | 4 | N/A |
| ATV Offroad Fury 2 | Sony | Yes | No | 1 | 4 | N/A |
| Auto Modellista | Capcom | No | No | 1 | 8 | N/A |
| Champions of Norrath | Sony | No | No | 1 | 4 | N/A |
| Chessmaster | Ubi Soft | Yes | No | 1 | 2 | N/A |
| Deer Hunter | Atari | No | No | 1 | 4 | N/A |
| Destruction Derby Arenas | Gathering | No | Yes | 2 | 20 | N/A |
| ESPN College Hoops | Sega | Yes | No | 4 | 8 | N/A |
| ESPN Major League Baseball | Sega | Yes | No | 1 | 2 | N/A |
| ESPN NFL 2K5 | Sega | No | Yes | 5 | 10 | N/A |
| ESPN NFL Football | Sega | Yes | No | 5 | 10 | N/A |
| ESPN NBA Basketball | Sega | Yes | No | 5 | 10 | N/A |
| ESPN NHL Hockey | Sega | Yes | No | 5 | 10 | N/A |
| EverQuest Online Adventures | Sony | Yes | No | 1 | 3,000 | $9.99 |
| EverQuest Online Adventures: Frontiers | Sony | Yes | No | 1 | 3,000 | $9.99 |
| FIFA Soccer 2004 | EA Sports | Yes | No | 1 | 2 | N/A |
| Fight Night 2004 | EA Sports | Yes | No | 1 | 2 | N/A |
| Final Fantasy XI | Sony/Square Enix | Yes | No | 1 | Unlimited | $12.95 |
| Hot Shots Golf Fore! | Sony | No | Yes | 1 | 4 | N/A |

## PlayStation 2 Online Games

| Title | Publisher | Dial-Up Support | Headset Compatible | Max. Players Per PS2 | Max. Players Per Match | Monthly Subscription Fee |
|---|---|---|---|---|---|---|
| The Lord of the Rings: The Return of the King | EA Games | No | No | 2 | 4 | N/A |
| Madden NFL 2003 | EA Sports | (Online service has been discontinued for this game) | | | | |
| Madden NFL 2004 | EA Sports | No | No | 4 | 8 | N/A |
| Madden NFL 2005 | EA Sports | Yes | Yes | 5 | 10 | N/A |
| Midnight Club II | Rockstar | No | No | 1 | 8 | N/A |
| Medal of Honor: Rising Sun | EA Games | No | Yes | 1 | 4 | N/A |
| MLB 2005 | 989 Sports | Yes | No | 1 | 2 | N/A |
| MLB SlugFest: Loaded | Midway | No | Yes | 1 | 2 | N/A |
| MTX: Mototrax | Activision | Yes | No | 2 | 4 | N/A |
| MVP Baseball 2004 | EA Sports | Yes | No | 1 | 2 | N/A |
| My Street | Sony | Yes | No | 2 | 4 | N/A |
| NASCAR Thunder 2004 | EA Sports | Yes | No | 1 | 2 | N/A |
| NBA Ballers | Midway | No | Yes | 1 | 2 | N/A |
| NBA 2K3 | Sega | Yes | No | 5 | 10 | N/A |
| NBA Live 2004 | EA Sports | Yes | No | 1 | 2 | N/A |
| NBA ShootOut 2004 | 989 Sports | Yes | No | 1 | 2 | N/A |
| NCAA College Basketball 2K3 | Sega | Yes | No | 5 | 10 | N/A |
| NCAA Final Four 2004 | 989 Sports | Yes | No | 1 | 2 | N/A |
| NCAA Football 2004 | EA Sports | Yes | No | 1 | 2 | N/A |
| NCAA Football 2005 | EA Sports | Yes | Yes | 5 | 10 | N/A |
| NCAA GameBreaker 2004 | 989 Sports | Yes | No | 1 | 2 | N/A |
| NCAA March Madness 2004 | EA Sports | Yes | No | 1 | 2 | N/A |
| Need for Speed Underground | EA Games | No | No | 1 | 4 | N/A |
| NFL 2K3 | Sega | No | No | 1 | 4 | N/A |
| NFL Blitz Pro | Midway | No | Yes | 1 | 2 | N/A |
| NFL GameDay 2004 | 989 Sports | Yes | No | 1 | 2 | N/A |
| NFL Street | EA Sports BIG | Yes | Yes | 1 | 4 | N/A |
| NHL 2004 | EA Sports | Yes | No | 1 | 2 | N/A |
| NHL Hitz Pro | Midway | No | No | 1 | 1 | N/A |
| Resident Evil: Outbreak | Capcom | No | Yes | 1 | 5 | N/A |
| Risk | Atari | Yes | No | 6 | 6 | N/A |
| Serious Sam: Next Encounter | Global Star | No | Yes | 1 | 8 | N/A |
| The Sims: Bustin' Out | EA Games | Yes | No | 1 | 2 | N/A |
| SOCOM: U.S. Navy SEALS | Sony | No | Yes | 1 | 16 | N/A |
| SOCOM II: U.S. Navy SEALS | Sony | No | Yes | 1 | 16 | N/A |
| SSX 3 | Sony | Yes | No | 1 | 2 | N/A |
| Syphon Filter: The Omega Strain | Sony | No | Yes | 1 | 4 | N/A |
| Tiger Woods PGA Tour 2004 | EA Sports | Yes | No | 1 | 4 | N/A |
| Tom Clancy's Ghost Recon: Jungle Storm | Ubi Soft | No | Yes | 1 | 8 | N/A |
| Tom Clancy's Rainbow Six 3 | Ubi Soft | No | Yes | 2 | 6 | N/A |
| Tom Clancy's Splinter Cell: Pandora Tomorrow | Ubi Soft | No | Yes | 1 | 4 | N/A |
| Tony Hawk's Pro Skater 3 | Activision | Yes | No | 1 | 4 | N/A |
| Tony Hawk's Pro Skater 4 | Activision | Yes | No | 1 | 8 | N/A |
| Tony Hawk's Underground | Activision | Yes | No | 1 | 8 | N/A |
| Tribes: Aerial Assault | Sierra | No | No | 1 | 16 | N/A |
| Trivial Pursuit: Unhinged | Atari | No | Yes | 6 | 6 | N/A |
| Twisted Metal: Black—Online | Sony | Yes | No | 1 | 4 | N/A |
| Warhammer 40,000: Fire Warrior | THQ | No | No | 1 | 8 | N/A |
| World Championship Pool 2004 | Jaleco | No | No | 1 | 2 | N/A |
| XIII | Ubi Soft | No | No | 1 | 6 | N/A |

## PlayStation 2 Online Future Releases

| Title | Publisher | Release Date |
|---|---|---|
| Burnout 3: Takedown | EA Games | September |
| Juiced | Acclaim | September |
| NASCAR 2005: Chase for the Cup | EA Sports | September |
| NHL FaceOff 2005 | 989 Sports | September |
| NHL 2005 | EA Sports | September |
| Star Wars: Battlefront | LucasArts | September |
| Tiger Woods PGA Tour 2005 | EA Sports | September |
| Area 51 | Midway | October |
| Black 9 | Majesco | October |
| ESPN NBA 2K5 | Sega | October |
| ESPN NHL 2K5 | Sega | October |
| FIFA Soccer 2005 | EA Sports | October |
| Mortal Kombat: Deception | Midway | October |
| NBA Live 2005 | EA Sports | October |
| Battlefield: Modern Combat | EA Games | November |

| Title | Publisher | Release Date |
|---|---|---|
| Call of Duty: Finest Hour | Activision | November |
| ESPN College Hoops 2K5 | Sega | November |
| GoldenEye: Rogue Agent | EA Games | November |
| Gran Turismo 4 | Sony | November |
| The Lord of the Rings: The Third Age | EA Games | November |
| Midnight Club 3: DUB Edition | Rockstar | November |
| NCAA March Madness 2005 | EA Sports | November |
| Need for Speed Underground 2 | EA Games | November |
| Ratchet & Clank: Up Your Arsenal | Sony | November |
| Tom Clancy's Ghost Recon 2 | Ubi Soft | November |
| Darkwatch | Sammy Studios | T.B.A. |
| ESPN MLB 2K5 | Sega | T.B.A. |
| FlatOut | Empire | T.B.A. |
| NFL Street 2 | EA Sports BIG | T.B.A. |
| Resident Evil: Outbreak 2 | Capcom | T.B.A. |
| TimeSplitters: Future Perfect | EA Games | T.B.A. |

## GAMECUBE ONLINE

To take your GameCube online, you'll need one of the two available network adapters: the 56K Modem Adapter or the Broadband Adapter, both available directly from Nintendo for $34.95 each. The 56K Adapter is for users with a dial-up connection; the Broadband Adapter is for everybody else. There are still only two online GameCube games—Sega's *Phantasy Star Online Episode I & II* and *PSO Episode III: C.A.R.D. Revolution*—but you can use either adapter to play them. A valid ISP is also required (although you can't play either game if America Online is your ISP). Both games require a "Hunter's License" ($8.95 per month); it grants you access to both games' servers for the same fee. No additional online GameCube games have been announced.

# FINAL FANTASY WORLD

Vol. 13

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this new monthly column is for you!

## FINAL FANTASY XII BATTLE SYSTEM

Square Enix has revealed some more detailed information regarding the battle system in the upcoming *Final Fantasy XII*. These photos illustrate some of the major aspects of battle.

After your party members begin to attack, they will continue to attack automatically each time the yellow bar (Wait Gauge) completely refills.

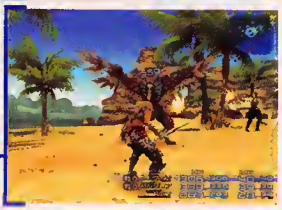
During a solo battle, it's easy to assign commands.

During a team battle, combat will begin as soon as you issue a command to any member of the party.

Party members stand at varying distances from the targeted enemy, depending on which weapon they are using. Also, if you are playing in Wait Mode instead of Active Mode, the action pauses whenever you open a menu. The player can adjust the viewpoint at any time, even when the game is paused.

The blue lines arcing out from your party members show which enemies they're targeting. The red lines arcing out from the enemy show which party member they are targeting. The Navmap in the upper right corner shows the area and the locations of party members and enemies. In the upper left corner, a battle log keeps track of various battle messages. Players are able to configure the battle log to show only the information they want to see.

In this shot, you can see that Balthier is targeting an enemy.



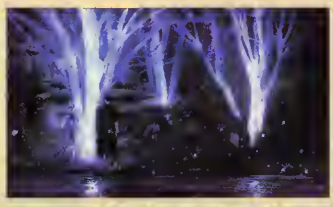
Now that his Wait Gauge is full, Balthier attacks the targeted enemy.

After the party members begin an attack, they will normally continue to attack the selected target until the enemy is defeated. It is also possible to change targets and input different commands at any time.

The "All Attack" command makes it easy to force the entire party to focus on one enemy.

# FINAL FANTASY VII: ADVENT CHILDREN
## MORE PHOTOS

For those of you not following along, *Final Fantasy VII: Advent Children* is a new feature film that takes place a couple of years after the end of the immensely popular RPG *Final Fantasy VII*. It's supposedly planned to be released on DVD, but even that tidbit of info hasn't been officially confirmed. Square Enix is notoriously secretive about its pet projects, so there's no new information to reveal as of yet, but we were allowed to peek at several new screens from the upcoming movie.



## Final Fantasy XI Vana'diel Clock

This handy timepiece by Hori (U.S.A.) Inc. is an essential accessory for anyone truly obsessed with *Final Fantasy XI*. The display shows the time, day, date and year for both the real world and the gameworld of Vana'diel, with additional information on Vana'diel's lunar cycle. There are four different timers which can be set as alarms or to use as countdowns to events that you want to keep track of, such as ferry departures, shop hours and the times when your character's powers are regenerated. The four timers include tones that emulate sounds from the environments of the Kingdom of San d'Oria, the Grand Duchy of Jueno, the Republic of Bastok and the Federation of Windhurst. The clock should be on sale this fall for $44.99.

# FINAL FANTASY FAN

*I just recently picked up another video-game magazine which was totally trashing* Final Fantasy VII, *to put it nicely. I was PO'ed! Unless they are too blind to notice that* FFVII *was a masterpiece, they also neglected the fact that it is, still to this day, the subject of many heated debates. Also, with* Advent Children *coming out soon, it looks like an overwhelming demand for more* Final Fantasy VII *has the other magazine's critics pooping their diapers! The worst thing was that they based their critique solely on graphics. Hey, back then, super-deformed characters looked good. Somebody should seriously Omnislash some sense into those people! Anyway, I would like to hear your opinion about this, and keep up the good work!*

*—Russell McAdams*
*Bushnell, PA*

*P.S. Aeris lives!*

First off, I want to congratulate you on writing an angry letter that managed not to use any actual swear words, despite some graphic descriptions. I understand how angry you are that another magazine said some negative things about *Final Fantasy VII*, considering how much people love that game. It's still one of my favorites, and I agree it's not fair to judge the game's graphics against today's technology. Sometimes magazines just want to try something creative, and in this case, they took a game made many years ago and judged how it would perform if it were released today, without any technological enhancements. It's like saying that *Super Mario Bros.* would score poorly if released today, because the graphics suck. It's pointless, and there's no need for you to waste any time thinking about it—time that could be better spent playing more *Final Fantasy* games.

Thanks for writing,

—Charlotte

# FINAL WORD

If you have questions, comments or suggestions on what you'd like to see in this column, go ahead and send them to:

*Final Fantasy World*
c/o *Tips & Tricks* Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

# TIPS & TRICKS COLLECTOR'S CLOSET

by Joe Santulli

**Are you a video-game packrat? Do you own more video games than you could possibly beat *in* a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you!**

**Vol. 35**

## GAMES GONE WILD

In this section, I'll put a bright light on some collectibles that could prove to be worthwhile investments. My definition of an item's "street value" is the amount you can expect to pay another collector for the game, and I've provided a range to account for the condition of the packaging. The high side would typically represent a new or factory-sealed game.

A recent trend in video-game collecting is the belief that it doesn't have to be old to be collectible. While we've become accustomed to seeing games from the '70s and '80s rise high in value, it is becoming more common for games released in the past five or ten years to hit a high watermark as well. Here are a few that I've been scoping out:

### *Dance Dance Revolution: Disney Mix* (PlayStation)

Konami's popular series took a strange turn in 2001 after the series debuted in the U.S. to an initially lukewarm response. Whether it was the success of *DDR* shortly thereafter or the quirky mix of Disney with a rhythm game, this title originally came and went silently. It's not so silent today: Complete copies of the game typically net $75-$90.

### *Earthbound* (Super NES)

A quirky RPG that seems to have gained popularity over the years. You couldn't miss it on the shelves back in the day; it was packaged in an oversized box that contained the game's strategy guide (with "scratch-'n'-sniff" cards inside). This is probably why the game is pricey in its "complete" form, because the guide is harder to find than the game itself. Street price: $90-$120 complete.

### *Mega Man X3* (Super NES)

The third in the *X* series was the last on the Super NES console, and it falls into that curious category of "late releases with popular characters," a formula for potentially sought-after and overpriced games. Like *Final Fantasy III* or *Chrono Trigger* on this system, there were plenty made; it's just that demand is still higher than others in the library. Street price: $75-$105 complete.

### *Rhapsody: A Musical Adventure* (PlayStation)

Let me start by saying that every game ever released by Atlus has the potential to become a pricey artifact somewhere down the road. The company's games almost always seem to have limited distribution and go "out of print" sooner than you'd expect. This particular title has the added distinction of being often laughed at for its offbeat, operatic musical style. Laugh all you want, but sellers are laughing all the way to the bank! Street price: $60-$85 complete.

### *Keio Flying Squadron* (Sega CD)

This one still mystifies me, and it hasn't suddenly "gone wild"—I'm simply surprised that it still claims $75-$90 and doesn't turn up as often as most other Sega CD games to this day. It *was* one of the last Sega CD releases; perhaps the game was manufactured in limited quantities.

### *Valkyrie Profile* (PlayStation)

Enix falls just a notch below Atlus in the "role-playing games that are later rare" department, though a lot more players have been checking out the company's back catalog since it merged with Square. Because of this, you may find yourself paying more than you'd expect for Enix RPGs—especially *Valkyrie Profile*, an unusual title set in the trappings of Norse mythology. Street price: $65-$80 complete.

## ROOM OF DOOM

Behold the room of Dave Halcomb of Downey, California, and one of the largest NES collections I've ever seen. Dave collects for every system, but he calls the NES his "pride and joy." Most of his 689 different NES games are complete with boxes and instruction manuals, and all were found at swap meets and thrift stores. His biggest score: the day he walked out of a thrift store with three copies of the hard-to-find *Stack-Up*—all complete with the plastic Robotic Operating Buddy accessories—at $5 each!

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," *c/o Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.

# COLLECTING...SEGA PICO?

It is my duty to annoy the video-game collecting underground by notifying you of games and systems that you may not have known about or previously considered collecting. I also know that collecting games for systems with small libraries is rewarding for a number of reasons, primarily because you have a chance to actually *complete* said library. Together, these two facts lead us down a path that you may not have previously considered: collecting for Sega's least-known U.S. game console, the Pico.

The Pico was released here in 1994, a year of total chaos in the game industry, particularly if you were a consumer. The Genesis and Super NES were still selling well, 3DO and Jaguar were the new upstarts and Sega added to the confusion with its own Sega CD and 32X peripherals. Though the Pico was squarely aimed at young gamers, it was quickly lost in the shuffle in most retail outlets.

It's a shame, too, because the Pico games are far better than most kids' games on other systems. This console is built with youth in mind: bright colors, sturdy design, large buttons...and it even uses a stylus, predating the Nintendo DS by ten years! The stylus concept is part of the unique look of the Pico, which resembles a laptop computer. The "screen" of this computer is actually one of the Pico's oversized cartridges, each of which contains not only the game chip but also a sturdy storybook. Using the stylus on the storybook brings up menus or makes selections on the "real" screen, which is your TV set.

Every game features a popular licensed character (such as Winnie the Pooh, the Lion King, Pocahontas and Mickey Mouse) or well-known storybook characters like Jack and Jill and the three blind mice. There are even three games with Sega's own characters: Sonic, Tails and Ecco the Dolphin. Considering the licensing expenses, Sega clearly intended the Pico to be much more high-profile system than it turned out to be. And though today's kill-crazy gamers would undoubtedly roll their eyes at the semi-educational software, you've gotta admit it that it was a noble effort—which makes it worth collecting in my eyes.

The real challenge for collectors is finding the games in good condition. Consider the target audience: If they're like my young nephews and nieces, they're not going to treat these games like collectibles. With regard to scarcity, only the *3 Blind Mice* and *Jack and Jill* games should pose any problem in your hunt. Finally, note that *Musical Zoo* was the only U.S. title that came with a custom keyboard overlay, so be sure you've got that to complete your collection.

## U.S. Released Games

*Adventures in Letter Land with Jack and Jill*
*Berenstain Bears' A School Oay*
*Crayola Crayons: Create a World*
*Ecco Jr. and the Great Ocean Treasure Hunt*
*The Great Counting Caper with the 3 Blind Mice*
*The Lion King: Adventures at Pride Rock*
*Magic Crayons*
*Math Antics with Disney's 101 Oalmatians*
*Mickey's Blast Into the Past*
*The Muppets on the Go!*
*Musical Zoo*
*Pepe's Puzzles*
*Pocahontas: Riverbend Adventures*
*Richard Scarry's Huckle and Lowly's Busiest Day Ever*
*Scholastic's The Magic School Bus: Going Places*
*Sesame Street Alphabet Avenue*
*Smart Alex and Smart Alice: Curious Kids*
*Sonic the Hedgehog's Gameworld*
*Tails and the Music Maker*
*A Year at Pooh Corner*

# PlayStation Party Game Collection

**Multiplayer gaming has thankfully become a standard in this era of gaming, but it was not always this way. On the original PlayStation, gamers had to search high and low to find quality four-player games. Well, I've done some of the searching for you, and would like to present a mini-collection of perfect party games. Grab your PlayStation, a multi-tap and four controllers and get ready for a real party! Who needs girls and booze? (Well, besides me, I mean.)**

### Bomberman: Party Edition

One of the best versions of the best party game ever, *Bomberman: Party Edition* offers a deep single-player mode...which hardly anyone plays, because it's all about Battle Mode and its highly customizable options. Blowing each other up with bombs; that's what brings friends together. You can play all night and still not see all of the game's features.

### Crash Team Racing

PlayStation mascot Crash Bandicoot had previously seen most of his action in 3-D platformers, but here, Crash and friends (and enemies) take to the wild courses of kart racing. The game has all of the trappings of Nintendo's classic *Mario Kart 64* and does a great job of making this genre fun on the PS one.

### Micro Machines V3

If you enjoy racing with friends but kart racing isn't your thing, the *Micro Machines* series is sure to please. This series, which began way back on the NES, hasn't changed much over the years—which means it is STILL a great pick-up-and-play title. You've got cars, tanks, motorboats and more, all miniaturized on fun courses.

### Micro Maniacs Racing

From the same team behind the *Micro Machines* series comes an interesting twist: This time, your miniatures are people and the game is a footrace! The tracks in this game are totally devious. And though the game mechanics are similar to the familiar *Micro Machines* games, the experience is completely different.

### Poy Poy

This is the only PS one game that has been played as much as *Bomberman* at parties in my home. Four characters square off in a comical, no-holds-barred melee. Your methods of attack typically include hitting opponents with hurled objects, which can include logs, rocks and explosives. Characters also have special moves and the whole atmosphere is cartoony and totally frantic.

### Sled Storm

OK, so half of this list involves racing...but each title listed here has its own appeal at parties. The great thing about this snowmobile racing game is the four-player split-screen action (which is quite unusual for PlayStation games); I also love the shortcuts and trick moves. One of the best racers on the PlayStation; it holds up well even with four players going at it.

### Team Buddies

Let's add a little strategy to the mix with this colorful, somewhat simplified *Command & Conquer*-style game. Up to four players square off in various objectives, building weapons of mass destruction with the aid of air support that continually drops goodies onto the playfield. The game LOOKS like it's for kids, but trust me: It's not. You'll find out just how warlike your friends can really be!

### WWF Smackdown 2: Know Your Role

Both of the PlayStation's *Smackdown* wrestling games are suitable at parties, but this sequel adds some backstage areas and—most importantly—lets each player create his or her own distinctive wrestler, which is something that truly puts your party into the game.

*Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...*

# TIPS & TRICKS SPORTS DESK

by Jason Wilson

Vol. 47

## MLB Slugfest: Loaded

### Unlock Fantasy Teams and Stadiums

At the main menu, hold □ + △ and press the R1 button. (On the Xbox, hold X + Y and press the Right Trigger.) You'll hear a signal to confirm the code. Now all of the fantasy teams and stadiums have been unlocked.

Enter the code at the main menu.

All of the secret teams and stadiums will be unlocked.

### "Vs." Screen Codes

Enter any of the following codes at the "vs." screen that appears just before the game loads. The numbers represent the number of times you must press the □, △ and ○ buttons followed by a direction on the D-pad. For example, to enter the "Tennis Ball" code (2-4-2-Up), press □ twice, △ four times and ○ twice, then press **Up** on the **D**-pad. (On the Xbox, use the **X**, **Y** and **B** buttons instead. So in the above example, Xbox owners would press **X** twice, **Y** four times and **B** twice, then press **Up**.) You'll hear a special sound effect to confirm each code.

Check out the *Mortal Kombat* teams!

**4-4-4-Down—Unlimited Turbo**
**3-0-0-Left—Max. Batting**
**0-3-0-Left—Max. Power**
**0-0-3-Left—Max. Speed**
**1-2-3-Left—Extra time after plays**
**2-4-2-Up—Tennis ball**
**2-4-2-Down—16" softball**
**2-0-0-Right—Big head**
**2-0-0-Left—Tiny head**

Enter the codes at the "vs." screen.

You'll see the effects when the game starts.

## Rallisport Challenge 2

### Cheat Codes

Select "Options" from the main menu, then choose "Credits" and enter any of the following codes while the credits are rolling. You'll hear a sound effect to confirm each time you enter a code correctly.

**Code A—Down, Left, Down, Right, Up, Up**
**Code B—Left, Left, Down, Down, Right, Right**
**Code C—Down, Down, Left, Left, Up, Down**
**Code D—Right, Down, Right, Down, Left, Up**
**Code E—Left, Left, Right, Right, Down, Left**
**Code F—Right, Up, Up, Up, Down, Left**
**Code G—Left, Left, Left, Up, Up, Right**
**Code H—Right, Up, Left, Up, Down, Right**
**Code I—Down, Up, Down, Left, Left, Down**
**Code J—Up, Up, Down, Down, Left, Right**

Each of these codes unlocks certain vehicles and/or tracks for use in Time Attack, Single Race, Multiplayer or *Xbox Live* mode. Note that the unlocked items will not be accounted for in your "Unlocks" list at the Options menu. Also note that all of the items you unlock this way will be locked again if you enter Career mode from the main menu. The following list will show you which vehicles and tracks are unlocked by each code:

| Unlockable Item | Code(s) to Unlock |
|---|---|
| **Vehicles** | |
| Rally1/Mitsubishi Lancer Evolution VIII | E, I, J |
| Rally1/Seat Cordoba Evo 3 | I, J |
| Rally2/Ford Focus Air Force Reserve | H, J |
| Rally2/Subaru Impreza WRX | E, H, J |
| Rally2/Peugeot 206 | F, H |
| Rally2/Citroën Xsara T4 | F, H |
| GroupB1/Renault R5 Turbo | F, I, J |
| GroupB1/MG Metro 6R4 | I, J |
| GroupB1/Toyota Celica Twincam Turbo | E, I, J |
| GroupB1/Lancia 037 Rally | I, J |
| GroupB2/Ford RS200 | H, J |
| GroupB2/Peugeot 205 T16 | F, H, J |
| GroupB2/Lancia Delta S4 | H |
| GroupB2/Audi Sport Quattro S1 | D, H |
| IceRacing1/Peugeot 306 Maxi | F, I, J |
| IceRacing1/Volkswagen Beetle RSi | D, I, J |
| IceRacing2/BMW 318ti Compact | D, H, J |
| IceRacing2/Ford Puma Evolution 4WDS | H, J |
| IceRacing2/Nissan Micra V6 | E, H |
| IceRacing2/Opel Astra V6 | D, H |
| RallyCross1/Ford RS200 Evo | I, J |
| RallyCross1/Volvo 240 Turbo | G, I, J |
| RallyCross2/Opel Astra T16 | D, H, J |
| RallyCross2/Citroën Xsara T16 | F, H, J |
| RallyCross2/Volvo S40 EVO | G, H |
| RallyCross2/Saab 9-3 Turbo 16 | G, H |
| HillClimb1/Subaru Impreza 22B STi | F, I, J |
| HillClimb1/Audi Quattro S1 Pikes Peak | D, I, J |
| HillClimb2/Suzuki Grand Vitara | E, H, J |
| HillClimb2/Toyota Pikes Peak Tacoma | E, H, J |

## Rallisport Challenge 2

| Unlockable Item | Code(s) to Unlock |
|---|---|
| HillClimb2/Saab 9-3 Viggen | G H |
| HillClimb2/Toyota Pikes Peak Celica | E H |
| **Rallycross Tracks** | |
| USA/Troll Alley | J |
| USA/The Pool | C J |
| USA/Arbor Hill | A |
| Great Britain/Twisted | J |
| Great Britain/Corkscrew | J |
| Great Britain/Mud Bog | A |
| **Crossover Tracks** | |
| Australia/Viper | C J |
| Australia/Adder | J |
| Australia/Taipan | A |
| Monte Carlo/Courbe | B F J |
| Monte Carlo/Anse | C F J |
| Monte Carlo/Plage | A |
| **Rally Tracks** | |
| Australia/SS4—Lower Parkton | B J |
| Australia/SS5—Macke's | J |
| Australia/SS6—Rosa's Farm | J |
| Australia/SS7—Cooper Hill II | C J |
| Australia/SS8—Central Blakely | J |
| Australia/SS9—Upper Blakely | J |
| Australia/SS10—Blakely Long | C J |
| Australia/SS11—Richland I | J |
| Australia/SS12—Richland II | A |
| Great Britain/SS4—Millington 1 | B J |
| Great Britain/SS5—Millington 2 | C J |
| Great Britain/SS6—Northwest 1 | J |
| Great Britain/SS7—Northwest 2 | J |
| Great Britain/SS8—Ashford Keep 3 | J |
| Great Britain/SS9—Millington 3 | J |
| Great Britain/SS10—Wikham Field | B C J |
| Great Britain/SS11—Wiltshire 1 | B C J |
| Great Britain/SS12—Wiltshire 2 | A |
| Monte Carlo/SS4—Grand Rocher I | C F J |
| Monte Carlo/SS5—Les Sept Nieges I | F J |
| Monte Carlo/SS6—Les Sept Nieges II | F J |

| Unlockable Item | Code(s) to Unlock |
|---|---|
| Monte Carlo/SS7—Les Sept Nieges III | C F J |
| Monte Carlo/SS8—Grand Rocher II | B F J |
| Monte Carlo/SS9—Coeur-de-Reine | F J |
| Monte Carlo/SS10—MontPierre | F J |
| Monte Carlo/SS11—Claremont II | C J |
| Monte Carlo/SS12—Bellevue | A |
| Sweden/SS4—Heden | B C C J |
| Sweden/SS5—Älgtornet | C J |
| Sweden/SS6—Lillmyren | C J |
| Sweden/SS7—Berga | C C J |
| Sweden/SS8—Lugnet | B J |
| Sweden/SS9—Siksjön | C C J |
| Sweden/SS10—Hoberg | C J |
| Sweden/SS11—Malmen | B C J |
| Sweden/SS12—Skälby | A |
| **Hill Climb Tracks** | |
| USA/Mesa Roja Summit | C J |
| USA/Mesa Roja Ascent | C |
| USA/Sidewinder Summit | J |
| USA/Sidewinder Base | J |
| USA/Sidewinder Descent | A |
| Argentina/Cumbre Montegranito | J |
| Argentina/Subida Montegranito | C |
| Argentina/Cumbre Codo de Diablo | B J |
| Argentina/Base Codo de Diablo | J |
| Argentina/Bajada Codo de Diablo | A |
| Canada/Jackknife Summit | B J |
| Canada/Jackknife Ascent | B |
| Canada/Grizzly Summit | J |
| Canada/Grizzly Base | J |
| Canada/Grizzly Descent | A |
| **Ice Racing Tracks** | |
| Canada/The Wall | J |
| Canada/Pines | J |
| Canada/The Bend | A |
| Sweden/Torsberg—Järven | C C J |
| Sweden/Torsberg—Björnen | C J |
| Sweden/Torsberg—Räven | A |

## NCAA Football 2005

### Pennant Codes

Choose "My NCAA" from the main menu, then select "Pennant Collection" and press **R3 (Right Thumbstick** on the Xbox, **Z + A** on the GameCube). A text entry window will appear where you can enter any of the following codes. Any unlocked teams will then be available for use in "Play Now" mode.

| Code | Pennant Unlocked |
|---|---|
| Thanks | "1st & 15" cheat |
| For | "Blink" cheat |
| Registering | "Boing" cheat |
| With Ea | "Butter Fingers" cheat |
| Tiburon | "Crossed the Line" cheat |
| Ea Sports | "Cuffed" cheat |
| Hike | "Jumbalaya" cheat |
| Home Field | "Molasses" cheat |
| Elite 11 | "QB Dud" cheat |
| Ncaa | "Stiffed" cheat |
| Football | "Take Your Time" cheat |
| 2005 | "Thread the Needle" cheat |
| Blitz | "What a Hit" cheat |
| Sic Em | Baylor ratings boost |
| Oskee Wow | Illinois ratings boost |
| Fight | Texas Tech ratings boost |
| Fumble | 2003 All-Americans team |
| Roll Tide | All-Alabama team |
| Woopigsooie | All-Arkansas team |
| War Eagle | All-Auburn team |
| Death Valley | All-Clemson team |
| Glory | All-Colorado team |

| Code | Pennant Unlocked |
|---|---|
| Great To Be | All-Florida team |
| Uprising | All-FSU team |
| Hunker Down | All-Georgia team |
| On Iowa | All-Iowa team |
| Victory | All-Kansas State team |
| Geaux Tigers | All-LSU team |
| Raising Cane | All-Miami team |
| Go Blue | All-Michigan team |
| Hail State | All-Mississippi State team |
| Go Big Red | All-Nebraska team |
| Rah Rah | All-North Carolina team |
| Golden Domer | All-Notre Dame team |
| Killer Nuts | All-Ohio State team |
| Boomer | All-Oklahoma team |
| Go Pokes | All-Oklahoma State team |
| Quack Attack | All-Oregon team |
| We Are | All-Penn State team |
| Lets Go Pitt | All-Pittsburgh team |
| Boiler Up | All-Purdue team |
| Orange Crush | All-Syracuse team |
| Big Orange | All-Tennessee team |
| Hook Em | All-Texas team |

| Code | Pennant Unlocked |
|---|---|
| Gig Em | All Texas A&M team |
| Mighty | All-UCLA team |
| Fight On | All-USC team |
| Wahoos | All-Virginia team |
| Tech Triumph | All-Virginia Tech team |
| Bow Down | All-Washington team |
| U Rah Rah | All-Wisconsin team |
| Bear Down | Ariz mascot team |
| Ramblinwreck | GT mascot team |
| Red And Gold | ISU mascot team |
| Rock Chalk | KU mascot team |
| On On Uk | UK mascot team |
| Go Green | MSU mascot team |
| Rah Rah Rah | Minn mascot team |
| Mizzou Rah | Mizzou mascot team |
| Go Pack | NCSU mascot team |
| Go Cats | NU mascot team |
| Hotty Totty | Miss mascot team |
| Go Carolina | S Car mascot team |
| Go Deacs Go | Wake mascot team |
| All Hail | WSU mascot team |
| Hail Wv | WVU mascot team |

# JAPAN REPORT!

by Anatole Brown

Vol. 80

## Donkey Kong SP

Only 1,000 people in Japan will be getting this rare Donkey Kong Color Edition Game Boy Advance SP. The yellow and brown banana color scheme with the simple "DK" logo makes this an instant object of desire for any Nintendo fan! As part of the Nintendo's Donkey Kong Summer campaign, customers who bought both *Donkey Konga 2* for the GameCube and *Donkey Kong Country 2* for the GBA got a chance to win the limited edition GBA SP by sending in proof of purchase for both games. The campaign ends on August 31st, so auction hunters should start looking for these rare GBA SPs to start appearing online right about now!

## Mario Controller

This is one of the coolest items we've ever seen from Club Nintendo in Japan: the GameCube Mario Controller! Club Nintendo members need to collect 500 points by purchasing various Nintendo games to score this limited edition GameCube controller. The controller is red in the front and blue in the back and has Mario's "M" symbol fixed in the center. The box for the controller is also done in the Mario style with red colors and a blue denim pattern representing Mario's overalls. When will Nintendo start rewarding its loyal American customers with prizes like this?

## Advance Gashapon

Advance Gashapon machines have started to appear in some convenience stores in Japan where GBA owners can purchase new anime videos for their Advance Movie player. The Advance Movie player from am3 is a special device that plays movies on the GBA, much like the GBA Video cartridges here in the U.S.

The Japanese device, however, uses Smart Media cards so users can swap out different movie cards. With the new Advance Gashapon machines, users can now use re-writable Smart Media cards to replace old movies with new ones. A blank card costs 1,980 yen (about $18) and can store up to 32 MB of memory which allows for up to 24 minutes of anime. It costs 300 yen per movie (about $2.75). Currently, *Pokémon* episodes have become available for purchase. The company am3 also plans to have machines that will dispense other contents for the GBA Smart Card device, like digital comic books, music, pictures and even navigation maps.

## Import Spotlight

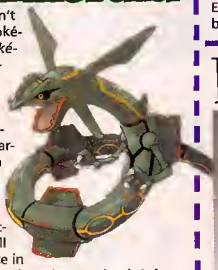
### Koufukusousakan

*Koufukusousakan* (or *Happiness Operator*) has been out for the PlayStation 2 in Japan since April, but people are still fascinated by its bizarre gameplay premise. Published by Sony Computer Entertainment of Japan, *Koufukusousakan* takes place in the near future when the people of Japan have become increasingly unhappy with their lives. A new machine called Clover is invented that keeps people happy "even when sleeping." One day, however, a technical malfunction traps the psyches of 100 people inside the Clover machine. What's even more troublesome is that the Clover machine is only meant to hold 100 people, but the machine shows 101 individuals in its database. As the main operator of the Clover machine, your task is to bring happiness back into each of the characters' lives. The gameplay is rather simple and only uses the ○ button of the PS2 controller. In fact, most of the game is pretty voyeuristic; the player merely observes the ups and downs of a character's day. Each full day lasts 20 minutes in the game, and your job is to manage all of the good and bad feelings that arise during an entire day's drama. Good feelings are represented by hearts, while bad feelings are shown as skulls. As the operator, you have to catch the good vibes and distribute them to other characters while trying to balance out the bad feelings. Bad feelings cannot be completely eliminated, since the world has equal parts of both good and bad. The goal is to have all 100 individuals with at least 80% happiness in their lives. The game has plenty of humor, but also has some very tragic stories. For example, some characters are very easy to please—maybe they just want a girlfriend—while others are truly in desperate situations, like not being able to feed their family because of poverty. As you play the game, it becomes clear that 101st entity is a ghost in the machine. Occasionally, the spirit will throw you into mini-games where the happiness of a character is at stake. *Koufukusousakan* is not exactly a challenging game and the graphics aren't anything to get excited about, but the philosophical overtones and real human themes makes this a very unusual game in Japan's PlayStation 2 library.

# Namco's Rehab Machines

Like many companies in Japan, video-game publishers are involved in other business ventures that are not as widely recognized as their main "bread and butter." Nintendo, for example, manufactures traditional Japanese games like Go and Shogi, while Konami runs one of the largest fitness club chains in Japan. But even some of the most hardcore Japanese gamers are not aware of Namco's line of physical rehabilitation arcade games, called Rehabili-Tainment (RT) Machines. The machines are based on some of Namco's popular arcade games like *Taiko No Tatsujin* and *Wani Wani Panic*, but they have been scaled down to suit senior citizens and disabled people. Many of the machines have been lowered for wheelchair access, but the family-friendly games can be played and enjoyed by both younger and older gamers together. *Wani Wani Panic RT*'s whack-a-mole-style gameplay seems to be the most popular Rehabili-Tainment Machine between grandparents and grandchildren. Other RT machines include, *Sweet Land 4 RT*, *Gate Ball Club RT* and *Janken RT*. Many of these machines are found in retirement homes and rehabilitation clinics. Namco also makes more serious tools that aid disabled patients in communication—like the Talking Aid, a typing interface computer console. This is all part of Namco's larger, over-arching philosophy that games are meant to be enjoyed by all walks of life and that it is a game company's responsibility to make games accessible to everyone.

# Pokémon Emerald



Just when you thought there couldn't possibly be another color left for Pokémon titles, Nintendo announces *Pokémon Emerald* for the Game Boy Advance, scheduled to hit Japanese stores in September. *Pokémon Emerald* will be the third title associated with *Pokémon Ruby* and *Sapphire*. The featured Pokémon appearing on the box art will be Rayquaza (Pokémon No. 200). Details about the game are still a little vague at this time, but the game is said to have several new features. New battle arenas called Battle Frontiers will be available; they let you participate in different tournaments with specific rules. Also new is a brief animation where the Pokémon taunt each other just before they engage in battle. Team Magma and Team Aqua from *Ruby* and *Sapphire* will appear together in the game as your chief rivals. *Pokémon Emerald* will also support the new GBA Wireless Adapter. There's no word yet on when *Pokémon Emerald* will hit the U.S., but we'll be sure to keep you posted!

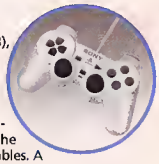
# FAMICOM MINI VOL. 3

In response to the huge popularity of the *Famicom Mini* series (*Classic NES Series* in the U.S.) for the Game Boy Advance in Japan, Nintendo wasted no time in releasing the third group of games in its series: *Famicom Mini Vol. 3: Disc System Selection*. The Famicom Disc System may be unfamiliar to many people here in the U.S., since it was never officially released here. The Disc System was released as an attachment to the Famicom and played games that came on rewritable discs. Some of the Famicom Disc System titles were actually released in the U.S. as regular NES cartridges like *Metroid*, *Kid Icarus* and *Zelda II: The Adventure of Link*, to name a few. The *Disc System Selection* includes *Super Mario Brothers 2*, *Nazo No Murasamejo*, *Metroid*, *Hikari Shinwa: Parthena no Kagami* (*Kid Icarus*), *Link No Bouken* (*Zelda II: The Adventure of Link*), *Shin Onigashima: Zengohen*, *Famicom Tantei Club: Kieta Koukeisha—Zengohen*, *Famicom Tantei Club Part II: Ushiro Ni Tatsu Shoujo—Zengohen*, *Akumajo Dracula* (*Castlevania*) and *SD Gundam World: Gachapon Senshi Scramble Wars*. Like Volume 1 and 2, the games in Volume 3 come in retro-style packaging but this series mimics the original yellow Disc System games. Each game costs 2,000 yen (about $18). Although we're not sure if these games will make it to the U.S., we have yet to hear about Nintendo's U.S. plans for the second series of *Classic NES* titles. Hopefully the series will keep going!

# NARUTO ORANGE SP

At first glance, this orange GBA SP may look like a Sega Dreamcast model, but it's actually a special Naruto Orange GBA SP. The Naruto GBA SP model is being sold together as a special set with Bandai's *Naruto RPG: Uketsugareshi Hi No Ishi* for the Game Boy Advance for 17,540 yen (about $164). The spiral bird logo is the same "uzumaki" mark found on Naruto's headband. The *Naruto* anime has a huge following in Japan, but still has yet to air here in the U.S. Judging by the popularity of the *Naruto* comics in the English language version of *Shonen Jump*, it shouldn't be too long before we see someone pick up Naruto for the American audience.

# Pearl White PS2

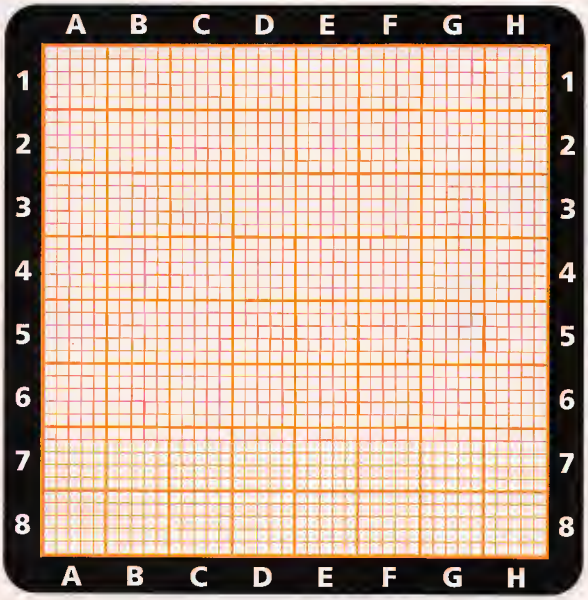


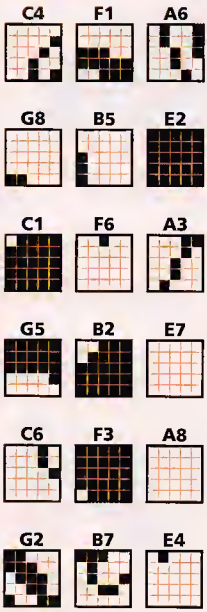
Sony recently released a special edition "Summer Season" exclusive color for the PS2. The new Pearl White PS2 has a shinier surface than the Ceramic White PS2 which was released earlier in the spring. For 20,790 yen (about $193), the system comes with a Pearl White Dual Shock 2 Controller and the necessary cables. A Pearl White stand and extra controller are also available for purchase separately. Special fall and winter PS2 colors are also being planned for this year.

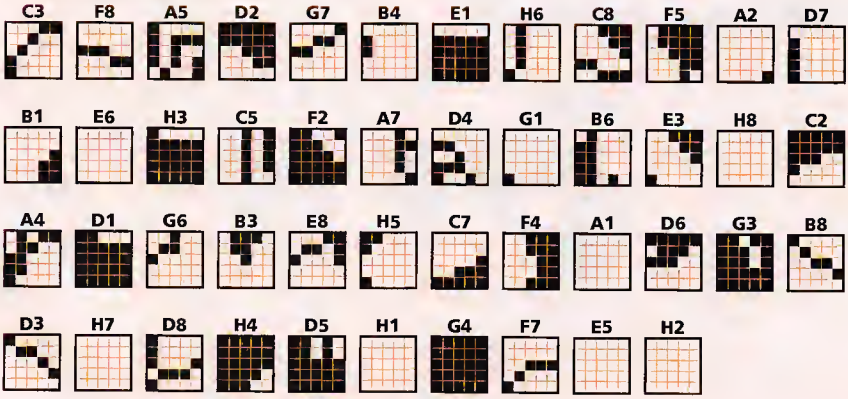
# TIPS & TRICKS

Grab a pencil and get ready to unlock the secret images in our monthly feature: *Tips & Tricks Pencil Puzzles*. Every issue will include two puzzles featuring your favorite video-game characters. It's up to you to put the pieces together and figure out what the pictures are. Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery....

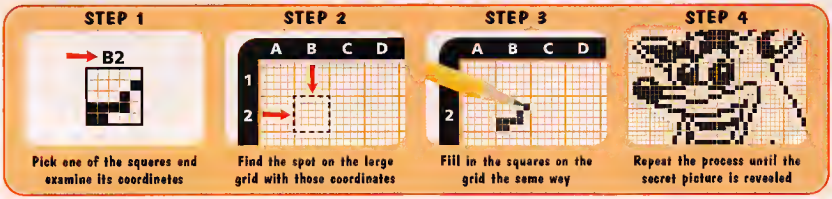
## Pencil Puzzles

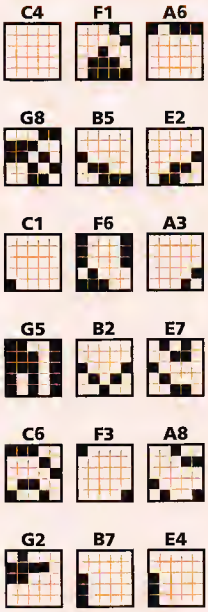


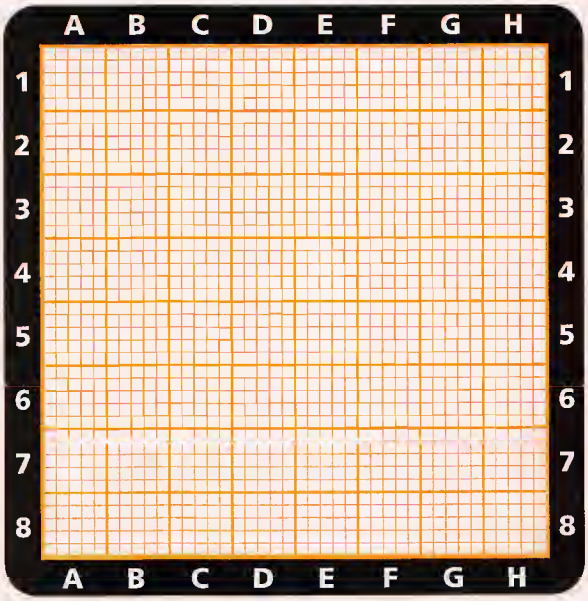



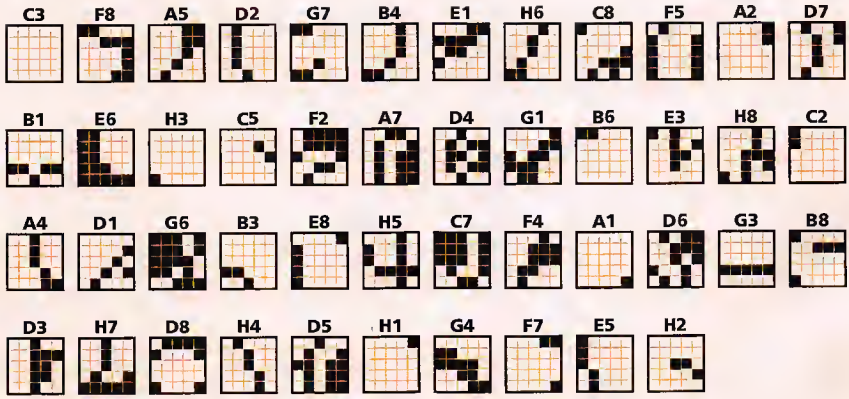



# Directions


STEP 1
B2
Pick one of the squares and examine its coordinates
STEP 2
A B C D
1
2
Find the spot on the large grid with those coordinates
STEP 3
A B C D
2
Fill in the squares on the grid the same way
STEP 4
Repeat the process until the secret picture is revealed


C4 F1 A6
G8 B5 E2
C1 F6 A3
G5 B2 E7
C6 F3 A8
G2 B7 E4


A B C D E F G H
1 2 3 4 5 6 7 8


C3 F8 A5 D2 G7 B4 E1 H6 C8 F5 A2 D7
B1 E6 H3 C5 F2 A7 D4 G1 B6 E3 H8 C2
A4 D1 G6 B3 E8 H5 C7 F4 A1 D6 G3 B8
D3 H7 D8 H4 D5 H1 G4 F7 E5 H2

# PlayStation 2 tips

### ALIENS VERSUS PREDATOR: EXTINCTION

*Cheat Menu*

At any time during gameplay, press **START** to pause, then press **R1, R1, L1, R1, L1, L1, R1, L1, R1, R1, L1, R1, L1, L1, R1, L1**. Select "Options," then "Cheats" to access the Cheats menu.

### ALTER ECHO

*Cheat Codes*

At any time during gameplay, press **Up, Up, Down, Down, Left, Right, Left, Right** on the D-pad. Now you can enter the following cheats:

Health Recharge—Hold **L3** and press **Right**

Time Dilation Energy Recharge—Hold **L3** and press **Up**

### ARMY MEN: RTS

*Secret Codes*

Enter the following codes at any time during gameplay. As you enter each code correctly, you'll hear a special sound effect when you release the **R2** button.

2,000 Electricity—Hold **R2** and press △, □, ○, ×, △, ×

5,000 Plastic—Hold **R2** and press △, ○, □, ×, △, □

Alternate team colors—Hold **R2** and press □, △, □, □, ×, ○

Super soldiers—Hold **R2** and press □, □, ×, △, ×, □

Super enemy soldiers—Hold **R2** and press △, △, ×, □, △, △

Paratroopers—Hold **R2** and press ○, □, ○, □, △, △

Extra resources for dump trucks—Hold **R2** and press □, □, □, △, ○, ×

### ATV: QUAD POWER RACING 2

*Secret Cheats*

At the "Saved Profiles" screen which appears immediately after the title screen, select any empty profile. Next, select any rider and enter any of the following codes at the "Name Your Rider" screen that follows. A special message will appear upon correct entry of each cheat.

BUBBA—Unlock all riders

ROADKILL—Unlock all tracks

GEANELLE—Unlock all vehicles

DOUBLEBARREL—Unlock all challenges

REDROOSTER—Unlock all championships

GINGHAM—Max. stats

FIDDLERSELBOW—Max. skill level

### BACKYARD WRESTLING

*Unlock All Characters and Movies*

At the main menu, hold **L1** and press ×, □, △, ○, ×, □, △, ○. You'll hear a confirmation sound when the code is entered correctly.

*Cheat Codes*

At the main menu, hold **L1** and press □, △, □, △, ○; you'll hear a sound to confirm correct entry. A "Cheats" option will now be available at the Options menu. Go to the "Create a Wrestler" option and enter any of the following names as your character's name to activate the desired cheat:

rtaylor—Big Heads

okendall—Big Hands

tpiel—Big Feet

jginto—Halo

ksimeonov—Greyscale Mode

ewilliams—Wireframe Mode

edma—First Person Camera

jche—Player One Invulnerable

cbarlow—Player Two Invulnerable

ddaniels—Player One Unlimited Supers

jmaxwell—Player Two Unlimited Supers

aiton—Hardcore Difficulty

### BATMAN: VENGEANCE

*Cheat Codes*

Enter any of the following codes at the main menu; you'll hear a special sound after entering each code correctly.

Unlock all Power Moves—**L1, L1, R2, R2, L2, R2, L1, R2**

Unlock in-game cheats—**L2, R2, L2, R2**, □, □, ○, ○

Infinite Batarangs/Electric Batarangs—**L1, R1, L2, R2**

Infinite Charges, Nets and Stunners for Batlauncher—○, □, ○, □, **L1, R1, L2, R2**

Infinite Handcuffs—□, ○, □, ○, **L2, R2, R2, L2**

### BATTLE ENGINE AQUILA

*Cheat Codes*

In order for the following codes to work, you must first have a memory card inserted. At the main menu, select "New Game," then enter any of the following codes at the "Choose Game Name" screen:

IEVAH—Unlock all levels

B4K42—Unlock "God Mode" option (appears as a menu item in the "Options" submenu of the "Paused" menu)

1057709Y2—Unlock all 230 Goodies

### BATTLESTAR GALACTICA

*Cheat Code*

Choose "Options" from the main menu, then select "Extras" and press **Up, Down, Down, Left, Left, Left, Left, Right, Right, Left, Left, Up, Up, Left, Left, Down, Left, Right** at the Extras menu. All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu; use it to toggle invincibility, max out your missiles or set up wingmen options.

*Ultimate Wingmen*

Choose "Options" from the main menu, then select "Extras" and press **Down, Down, Left, Down, Down, Up, Right, Right** at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game.

### BLADE II

*Main Menu Cheats*

Enter any of the following codes at the main menu:

Unlock Missions—Hold **L1** and press **Down, Up, Left, Left, ○, Right, Down,** □

Unlock Weapons—Hold **L1** and press □, ○, **Down, Left, ○, ○, △**

Unlock Daywalker Difficulty—Hold **L1** and press **Left, ○, Up, Down,** □, ○, ×

*In-Game Cheats*

At any time during the game, press **START** to pause, then enter any of the following codes at the "Game Paused" menu:

Infinite Health—Hold **L1** and press △, □, △, □, △, △, ○

Rage Always—Hold **L1** and press **Left, Down, Left, Down, Right, Up, Right, Up**

Infinite Ammo—Hold **L1** and press **Left, ○, Right,** □, **Up,** △, **Down,** ×

### BLOWOUT

*Cheat Codes*

At any time during gameplay, press **START** to pause the game, then enter the "Cheats" menu and enter any of the following codes:

NOPAINNOCANE—Invincibility

CANEREADYTOROCK—Restore health

FRIENDLIESTGODINGALAXY—Weapon level up

CHARLIEHUSTLEOVERDRESSEDROMEO—All weapons

FISHINABARREL—Unlimited ammo

COOLLEVELCHEATCODE—Open all levels

ANYANDALLCODE—Unlock doors

CHARLIEALPHANOVEMBERECHO—Time factor enabled

CHARLIEOSCARLIMADELTA—Freeze enemies

YESTERDAYYOURZEBRADIE—Clear map

BUTTCHEATCANSURPRISE—Big head mode

DEADREDPARTYSHOES—Big feet mode

### CART FURY CHAMPIONSHIP RACING

*Cheat Codes*

Enter any of the following codes at the "Cheats" screen under the Options menu. If the name of the code appears with the word "disabled" next to it, highlight that cheat and press **Right** to enable it:

Unlock All Cars—△, ×, △, □, **L2, Δ**

Unlock All Tracks—**R1, Δ**, ×, ×, **R2, L1**

Unlock All Movies—**L1**, ○, **R2**, ×, **L2, Δ**

Death Wall—×, □, **R2, Δ, R1, R2**

Death Cars—**L2**, □, **L1, R2, R2**, ×

Player Death Car—**L1**, □, **R1, R2, L2, L1**

Jump—**L1, L2, L1, R2**, ×, ×

Unlimited Time—□, **L1, R2**, ○, △, **R1**

Big Heads—△, □, □, **L2, L1, R2**

Night Drive—×, ○, △, **L2, R2, L1**

Low Gravity—**R2, R1**, □, □, **L1, L1**

Rocket Wheels—**L1, R2**, △, □, □, △

Thick Fog—**R2, R1**, ×, □, □, ○

Infinite Turbo—×, ×, □, □, **L2, L2**

Infinite Continues—**L1, L2, L1**, □, △, ○

### CHAMPIONS OF NORRATH

*Cheat Code*

Start a new game. When you have control of your character, press **L1 + R2** + △ + **R3** (push in the right joystick until you hear it click). As soon as all four buttons are held down, your character will jump to level 20 with 999 skill points to distribute. You won't get the attribute points (strength, intelligence, dexterity and stamina) that normally go along with each new level, but you will be able to max out a few skills and pump most of the others up, and you'll have enough skill points to max out all of your skills when you reach higher levels (which is something that normally isn't possible).

### CONTRA: SHATTERED SOLDIER

*30 Lives*

At the main menu, press **Up, Up, Down, Down, L1, R1, L2, R2, L3, R3** on Controller 2. You'll hear a special sound effect after entering it correctly, after which you'll start a game with 30 lives.

### CORVETTE

*Unlock All Tracks*

Choose "Game Options" from the Options menu, select "Change Name" and enter the name "XOPENSEZ" to unlock all of the tracks and "Professional Mode" in Career and Arcade modes.

### DEER HUNTER

*Cheat Codes*

Choose "Credits" from the main menu, then enter any of the following codes while the credits are rolling. A confirmation message will appear each time you enter a cheat correctly. Note: A "+" symbol between two buttons indicates that those buttons must be pressed simultaneously:

Unlock all levels—△ + ○, **Down, Left, Up, Right**

Infinite ammo—□ + ×, **Left,** □ + ×, □ + ×

Animals ignore you—△ + ○, **Left, L2, Down, Down**

Enable fast walking—△ + ○, **L1, Up, Up, Up**

Enable easy hits—△ + ○, **Left, L2, Up, Down**

Enable cheat to deer—△ + ○, **L1, Left, Left, Up** (with this code in place, press **L3** + **R3** simultaneously to warp closer to the nearest animal)

Show animals on GPS—△ + ○, **Left, L2, Left, Down**

Large critters—□ + ×, □ + ×, **Left, Left**

Stick it to the other hunters—△ + ○, □ + ×, □ + ×, □ + × (with this code in place, you can shoot the other hunters with your bow and they will walk around with the arrows sticking out of their bodies)

### DISNEY'S EXTREME SKATE ADVENTURE

*Cheat Codes*

Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes (all in lowercase):

friendsrlbob—Unlock all characters

extremepassport—Unlock all stages

supercharger—Special meter always full

sweetthreads—Unlock all items in Create-a-Skater menu

marlin—Unlock *Toy Story* video

savannah—Unlock *Lion King* video

nugget—Unlock *Tarzan* video

### DOA2: HARDCORE

*Infinite Score & Items in Survival Mode*

First, start a new game in Survival Mode. When your opponent appears, press the blue Eject button on the PlayStation 2 and fight as you normally would. When you defeat the opponent, the time limit will reset to and stay frozen at 40 seconds. Your opponent will lie on the ground, and the next one won't appear! You can continue to attack the fallen opponent by pressing **Up + A + B**. Each time you do this, an item will appear. You can continue obtaining items and points indefinitely. When you're ready to move on to the next opponent, just press the Eject button again. You can repeat this process for every single opponent. If you die, the screen will fade to white. It will stay in that state until you press Eject again. This trick won't work if you defeat an opponent while "Danger Reach" is in effect.

### DOWNFORCE

*Secret Codes*

Enter any of the following codes at the main menu. After entering each one correctly, the car selection screen will appear and you'll automatically proceed to the corresponding game mode.

Access Crash Arena for one player—**Left, Right, Right,** □, **Down,** △, △, □

Access Crash Arena for two players—**Right, Left, Left,** ○, **Up,** △, △, □

Unlock all Trophy stages—**Right, Right,** ○, **Left, L1,** ○, **R1,** ○

Unlock all Championship modes—**Down,** ○, **Up, Down,** ○, ○, **R1, L1**

### DOWNHILL DOMINATION

*Cheat Codes*

The following codes will work in the one-player "Single Event," "Career," "Arcade" and "Training" modes. At any time during gameplay (but not while paused), quickly enter the master code: **Up,** △, **Down,** ×, **Left,** ○, **Right,** □. A confirmation message will appear to confirm that the codes are unlocked. Now you can enter any of the following codes:

Infinite bottles—**Up,** ×, **Left, Left,** ○, ○

Speed freak—**Down,** △, **Right, Right,** □

Super smack combat—**Left, Right,** △, **Up**

Extra smack time—**Left, Right, Down, Down**

Unlock Pro rider bios—**Right, Left, Left, Up,** △

Unlock Fantasy rider bios—**Right, Left, Left, Up,** ×

Unlock DH video clips—**Right, Left, Left, Down**

Unlock all videos—**Right, Left, Left, Down, Down,** ○

Super bounce—**Left,** □, ×, **Up,** △

Anti gravity—**Down,** △, □, □, **Up**

Mega flip—**Right, Up, Up, Right, Right,** □

Super bunny hop—**Up,** ×, **Left,** □, **Up**

Adrenaline boost—**Down, Left, Left, Right**

Stoke trick meter—**Down, Left, Left, Right, Left**

Combat upgrade—**Up, Down, Left, Left, Right**

Upgrade to bottle—**Up, Down, Left, Left, Right, Right**

Combat free—**Left,** □, ○, □, **Left**

Cash—**Right,** △, △, **Left**

More cash—**Right, Up, Up,** ○, ○, □

Always stoked—**Down,** □, □, **Left,** ○

Energy restore—**Down, Right, Right, Left, Left**

Unlock everything—**Down, Up, Up, Down, Down, Up, Up**

Buy everything—**Up, Down,** ×, △, **Up,** ×, **Down**

Note: All codes—including the master code—must be entered quickly. To disable a code's effects, just enter it again.

### DR. MUTO

Select "Cheats" from the Options menu and enter any of the following codes:

TINKERTOY—Every gadget

CHEATERBOY—Never take damage

NEOSCI—Invincibility

EUREKA—Unlock every morph

BEAMMEUP—Go anywhere

LOGGLOGG—Secret morphs

HOTTICKET—See movies

BUZZOFF—Super ending

### DRAGON BALL Z: BUDOKAI 2

*Earn All Capsules*

Choose "Edit Skills" from the main menu and choose your memory card. At the Edit Skills menu, highlight "Skill List" and press × to enter it, then hold the **L2** button and press △ to return to the Edit Skills menu. Each time you do this, up to five random capsules will be added to your collected skills. If you simply hold **L2** and keep entering and exiting the skill list, you'll see your skill percentage continue to rise until you eventually unlock everything in the game. (Note: As you approach 100%, it takes longer to get the last few capsules because you'll keep getting duplicates of capsules you already own.)

### DYNASTY WARRIORS 2

*Secret Codes*

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu.

Unlock Wu Kingdom characters—□, □, **R2, R2, R1, R1**, □, □

Unlock Shu Kingdom characters—□, □, **R1, R1**, □, □, **R2, R2**

Unlock all characters—□, **R1**, □, **R2**, □, □, **R1**

Select either side in Free Mode—Hold down △ and press **R1, L1, L2, R2, R1, L1, L2, R2**

Unlock all stages in Free Mode—Hold down □ and press **L1, R1, R2, L2, L1, R1, R2, L2**

Unlock BGM Test—**L1, L1, L1, R1, R1, R1, L2, R2**

Unlock Opening Edit—**R2, R2, R2, L2, L2, L2, R1, L1**

Unlock Wei Kingdom characters—□, □, □, □, **R2, R2, R1, R1**

### DYNASTY WARRIORS 3

*Secret Codes*

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering each code correctly.

Unlock all Free Mode stages—**R1, R2, L2, L1**, □, **L1, L2, R2, R1**, △

Unlock all movies in Movie Gallery—△, **L1**, △, **R1**, △, □, **L2**, □

Unlock "Opening" item in Options—**R1**, □, **R1**, △, **R1, L1**, □, **L1**, △, **L1**

Unlock all Sound Test BGMs—**L1, L1, R1, R1, L2, L2, R2, R2**, □, △

Unlock all Shu characters—**L1**, □, △, **R2, L1, L2, L2, R1**, □, **L1**

Unlock all Wu characters—△, △, **L1**, □, **R1, R2, L1, L2, L2**

Unlock all Wei characters—**L2, L1**, □, △, **L1, L2, R1, R2, L1, L2**

Unlock all characters—**R2, R2, R2, L1**, △, **L2, L2, L2, R1**, □

### ENDGAME

*Unlock Everything*

At the title screen, press START. When the main menu appears, press ✕ 13 times, □, ✕ five times, □, ✕ two times, □, ✕ nine times, □, ✕ seven times, □, ✕ three times, □, ✕ eight times, □, ✕ five times, □, ✕, □, ✕ 20 times. After entering the code correctly, the main menu items will disappear and re-appear.

### FIGHT NIGHT 2004

*Unlock All Arenas*

From the main menu, select "My Corner" and highlight the "Create Boxer" option. Press and hold Left for one second, Right for one second, Left for one second, then Right for one second. If you've entered the code correctly, you will hear a confirmation sound.

*Unlock Big Tigger*

From the main menu, select "My Corner," then select "Record Books." Move to the "Most Wins—Boxer" screen, then press and hold Up for one second to unlock Big Tigger.

*Big Head Mode*

From the main menu, highlight "Play Now," then press and hold Left for one second, Right for one second, then press Left. If you've entered the code correctly, you will hear a confirmation sound.

### FINDING NEMO

*Cheat Codes*

Enter any of the following codes at the main title screen:

Unlock all levels—△, △, △, □, □, O, □, △, O, □, △, □, △, △, △

Invincibility—△, □, □, O, O, O, △, △, □, □, O, O, □, □, △, O, O, □, O, △, O, O, □, O, O, △, O, □, O, O, △

View credits—△, □, O, △, △, □, O, △, □, O, △, □, _, O, △, □, O, △, □, O, △, □, O

Unlock secret level / view cinematics—△, □, O, □, △, △, □, O, □, △, △, O, □, △, □, O, □, △

### FISHERMAN'S CHALLENGE

*Secret Cheat Code*

*Fisherman's Challenge* has a single cheat code with multiple applications: **Up, Up, Down, Down, Left, Right, Left, Right, L1, R1**. Enter the code at various places in the game to activate different effects (entering the code a second time at the appropriate point will disable its effects):

- If you enter Free Fishing mode and enter the code at the "Select Time" prompt, the sun will go down sooner (i.e. if you choose a late time in the afternoon like 5:00 PM, the sky will be dark).
- If you enter the code while trolling (i.e. when your angler is standing up but you are still able to move the boat with the left analog stick), you will see an underwater view of your lure after casting.
- If you enter the code when the casting cursor appears on the water, the Fish Mood Lens will no longer appear.
- If you enter the code while your lure is in the water, you'll be able to reel in your line by simply holding the right analog stick in any direction (instead of having to rotate it continuously).
- If you enter the code at the "Home Menu" of any tournament, that tournament will be more difficult to win because your opponents' average total weight and fish count will be higher.
- If you enter the Aquarium option, then press **SELECT** for the "All View" mode, entering the code in this view will change some of the rocks in the aquarium into robot parts.

### FROGGER'S ADVENTURES: THE RESCUE

*99 Lives*

At any time during gameplay, press START to pause the game, then press **Up, Up, Down, Down, Left, Right, Left, Right, L1, R1**.

### THE GETAWAY

*Cheat Codes*

Enter any of the following codes during the video sequence that appears at the start of the game (before you hit START to access the main menu). You'll hear a scream and the screen will flash yellow to confirm each code. To disable a code's effects, just enter the same code again; you'll hear the sound of breaking glass to confirm.

Extra health—**Up, Up, Left, Left, Right, Right**, O, O, **Down**

Infinite ammo + no reloading—**Up, Down, Left, Right**, △, **Up, Down, Left, Right**, □

Unlock Extra Features (Free Roaming mode and Credits)—△, △, △, Left, □, △, △, △, Left, O (Note: Entering this code again will not disable its effects)

Enable armored car weapon during missions—**Up, Down, Left, Right**, □, △, O (Note: The armored car is located on the other side of a fence across the street from St. James Park, roughly between Buckingham Palace and Westminster Abbey. In Free Roaming mode, this vehicle has a weapon which can be fired by pressing the **L3** button, but the weapon is disabled during missions; using this code will allow you to fire the armored car's weapon during missions.)

### GRAVITY GAMES BIKE: STREET + VERT + DIRT

*Unlock Everything*

Select "Options" from the main menu, then select "Cheat Codes" and enter the code "LOTACRAP" to unlock all characters, levels, bikes and videos.

### THE GREAT ESCAPE

*Cheat Codes*

Enter the following codes at the main menu:

Unlock "Select Level" and "The Greatest Escape" options—□, **L2**, □, **R2**, O, **R1**, O, **L1, L2, R2**, O

View all cinematic sequences—**L2, L1**, □, O, O, **R2, R1**, □, □, O, **L1, R1** (press ✕ to skip to each new scene)

### 'GTC: AFRICA

*Unlock All Championships, Challenges, Tracks and Cars*

At the main menu, press **L1 + R2, L2 + R1**, Left, Right then **START**. You will hear a sound to confirm that the code has been entered correctly.

### GUILTY GEAR X

*Unlock Dizzy & Testament*

At the title screen, when the words "Press Start" appear, press **Down, Right, Right, Up, START**. You'll hear a special sound effect after entering the code correctly.

### HALF-LIFE

*Cheat Codes*

Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:

Xen gravity—**Up**, △, **Down**, ✕, **Up**, △, **Down**, ✕

Invindbility—**Left**, □, **Up**, △, **Right**, O, **Down**, ✕

Infinite ammo—**Down**, ✕, **Left**, O, **Down**, ✕, **Left**, O

Invisibility—**Left**, □, **Right**, O, **Left**, □, **Right**, O

Slow motion—**Right**, □, **Up**, △, **Right**, □, **Up**, △

Alien mode—**Up**, △, **Up**, △, **Up**, △, **Up**, △

### HITMAN: CONTRACTS

*Mission Select*

At the main menu, press □, △, O, **Left, Up, Right, L2, R2** to access a special screen that lets you choose any mission in the game.

*Complete Current Mission*

At any time during the game (not while paused), press **R2, L2, Up, Down**, ✕, **L3**, O, ✕, O, ✕ to complete the current mission with a Silent Assassin rating.

### HUNTER THE RECKONING: WAYWARD

*Cheat Codes*

Enter any of the following codes quickly at any time during gameplay; you'll hear a confirmation noise each time you enter a code correctly. Note that you must enter the "enable cheats" code first before any of the other codes will work. You can re-enter any code to toggle its effects off. Note that only the "max. Edges" code carries over from one mission to the next; all of the remaining cheats must be re-entered at the start of each new mission.

Enable cheats—O, □, △, ✕, **L1, L1, Left, Left**

Refill health meter—△, △, O, O, □, **L1**, □, **R1**

Invincibility—**Right, Right, Right**, ✕, **Up**, △, **Up**, □

Refill ammunition—**Right, Right, Right, Right, Up, Down, Up, Down**

Unlimited ammo—✕, △, O, □, △, **Up, Down, Down**

Blade weapons do more damage—**Down, Down, Rt, R1, Up**, ✕, **Up**, O

Max. Edges—**L1, L1**, O, O, **Down, Down, Up, Down**

No Convection cost for Edges—**L2, Up**, ✕, **Up**, □, **Down, Down**

Tough monsters (monsters do more damage and are harder to kill)—□, □, △, □, **L2, L2, Up, Down**

Turn monsters on/off—□, □, O, O, △, **L1, L1, Down**

*Unlock All Weapons*

While inside the Hunter Headquarters, enter the "Enable Cheats" code as explained above, then quickly press □, ✕, O, ✕, **Up, Down, Up, Down**; you should hear a confirmation sound. Now check the Mission Board and select your mission. After you select your character and the Weapons Select screen appears, press the O button to unlock all of the weapons.

### I-NINJA

*Cheat Codes*

At any time during gameplay, pause the game and enter the following codes:

Sword upgrade—Hold **L1 + R1** and press O, □, O, △, △, □, O, □

Complete current mission—Hold **R1** and press □, □, □, O; release **R1**, hold **L1** and press △, △; release **L1**, hold **R1** and press □, □ (This code can only be entered during missions; it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions)

Big head mode—Hold **R1** and press △, △, △, △; release **R1**, hold **L1** and press △, △; release **L1**, hold **L1 + R1** and press △, O, △

### INDYCAR SERIES

*Cheat Codes*

Select "Player Profile" from the main menu and choose the "Create Player" option. Enter either of the following words as your player's name to activate the corresponding cheat (note the lowercase letters in each name):

a L L c A R D S—Unlock all the trading cards

ρ O L E—Start in the pole position in the Indy 500

### INTELLIVISION LIVES!

*B-17 Bomber: Cheat Code*

At the *B-17 Bomber* title screen (where it says "Intellivision Presents *B-17 Bomber*"), press the **SELECT** button to call up the keypad, then enter the following code: Highlight the "0" position (bottom row, center) and press ✕, then highlight the "1" position (top row, left) and press ✕. You'll start the game with unlimited fuel and 200 bombs.

*Thin Ice. Alternate Game*

Choose *Thin Ice* from the "Arcade" game menu, highlight "Play!" and press ✕. When the controller configuration screen appears, hold the **R2** button on Controller 2 and press ✕ on Controller 1 to play *Voochko on Ice*, an alternate version of *Thin Ice* starring Voochko the Wolf, mascot of the XIV Winter Olympic Games.

### JURASSIC PARK: OPERATION GENESIS

*Secret Codes*

Enter the following codes during gameplay with nothing selected and no menus open:

Increase park budget by $250,000—**L1, Right, Right, L1, R1, Down**

All dinosaurs in your park are given 100% DNA—**R1, Up, R1, Right, L1, Down**

All visitors in your park get 100% satisfaction—**R1, Down, L1, Up, Up, Up**

Increase your park rating to three stars—**L1, R1, Down, Down, L1, Right**

Fossil market event occurs—**Down, L1, R1, Down**

Unlock all fossil hunt regions—**Left, Down, Right, Up, L1, R1, L1, R1**

Unlock Missions—**R1, Right, Right, Right, Right, R1**

### KARAOKE REVOLUTION VOLUME 2

*Cheat Codes*

Enter any of the following codes at the title screen. You'll hear a confirmation sound each time you enter a code correctly. Note: The autosave feature will be disabled when a cheat code is activated.

Unlock all songs—□, △, **Down, Left, Up, Right, L2, R2, Start**

Unlock all venues—□, △, **Right, Up, Left, Down, R2, L2, Start**

Unlock all outfits—**Up**, O, **Left**, □, **Down**, O, **Right, R3, L3**

Unlock *Tirs & Tiacks* shirt for Ishani—**R3**, □, □, **Down**, O, **L3**, □, □, **Up, Left**

Unlock GameStar shirt for Ishani—**Up, R3, Right, R3, L3, Left, R3, Down**, O, O

Unlock *Harmonix* shirt for Ishani—**L3**, O, **Up**, O, □, **L3, Down, Down, R3**

Unlock *GamePro* shirt for Bobbi—**Down, R3, Up, R3, L3, Down, L3, Up, Down**, □

Unlock *Game Informer* shirt for Angela—**Down, L3, L3, R3, R3, O, Right**, □, **L3, R3**

Unlock *PSM* shirt for DeVron—**Left, Right, Left, L3, R3, Down, Up, Up**, □, □

Unlock Konami shirt for Dwayne—**Right, R3, Right, R3**, □, **Right**, O, □, **Down, Left**

Banana microphone—**L1, L1, R2, R2, Right, Down**, O, **Left, Up**, □

Toothbrush microphone—**R1, L1, R2, L2, Right, Left, Down, Up**, O, □

Dwayne dish microphone—**O, R2**, □, **L1, R1, L2**, □, **Up**, O, □

Characters and band members have big eyes—□, □, □, □, O, **Down, Down, R2, L2, Rt**

Characters and band members have small heads—**Right, Right, Up, Up, L2, L2, R2, R1, Lt**

Liquid metal character—O, **L1, R2, Up, Up, Left, L1**, □, **R1**

Dark liquid metal character—**L2, R2, L2, R2**, □, **Down**, O, **Up, Left, Right**

Clear character—□, □, O, **R2, R2, L2, Down, Left, Left, Up**

Dark clear character—**R2, Left, R1, Right, Up, Up**, □, O, **Down, L2**

Animation gender swap—**Up, Down, Left, Right, L1, R1**, □, O, **R2, R2**

Tough crowd audio—**Right, Up**, O, O, O, **R2, R1, R1, L2, Down**

Crowd is dressed as pirates—□, □, **Left, Left, R2, L1, R2, R1**, O, **R2**

Crowd is dressed as zombies—**Left, L1, L2**, □, □, **L2, L2, L1, Left, Left**

### KYA: DARK LINEAGE

*Unlock Gallery Landscapes, Characters & Renders*

At the main menu, press △, **Up**, O, **Right, Down, Down**, □, **Left**, △, **Up**, O, **Right, Down, Down**, □, **Left**, △, **Up**, O, **Right, Down, Down**, □, **Left**.

*Restore Health*

At any time during gameplay, press START to pause, then enter **L1, R2, L2, R1, Up, Up, Left, Right**, O, **START, START**.

### LE MANS 24 HOURS

*Secret Codes*

At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen. Next, enter any of the following codes as your name:

N U M B A T—Unlock all Championships

S P E E D Y—Unlock all tracks

A C O—Unlock all cars

### LEGACY OF KAIN: DEFIANCE

*Cheat Codes*

Any time during gameplay, press the START button to pause, then enter any of the following codes:

Invincibility—**Up, Down, Right, Down, R1, R2, Down**, △, **L1**

Infinite Reaver charge—**Down, Down, Up, Left, R1, R2, Down**, △, O

Restore health and telekenesis—**Left, Right, Left, Right, R1, L1**, O, △, **Down**

Gain all special attacks—**Right, Down, Up, Down, Down, R1**, △, O, **Down**

Gain all Health Runes, Telekenetic Runes and Arcane Tomes—**Left, Left, Up, Up, L1, R2**, O, **Down**, △

Turn off all textures—**L1, Down, R2, Right, R2, Up**, △, **L1, Down**

Cartoon character mode—**Up, Down, Up, Down, R1, R2, Down**, O, △

Poster tube mode—**Up, Down, Left, Right, R2, L2**, △, **Down**, O

Wireframe mode—**Lt, Down, L1, Up, R1, L2, L1, Down**, △

### LEGENDS OF WRESTLING

*Unlock All Wrestlers*

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right**, △, △, □. A special message will appear after entering the code correctly.

### LEGO RACERS 2

*Secret Codes*

At any time during gameplay, press **START** to pause, then enter any of the following codes. You'll hear a special sound effect after entering a correct code. These codes must be entered rapidly or they may not be recognized.

Unlock Mars—**Left, Left, Right, Right, Left, Left, Right, Right, Down, Left, Right**

Toggle alternate camera view—**Left, Left, Left, Right, Right, Right, Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right**

### LETHAL SKIES II

*Cheat Codes*

Enter any of the following codes at the main menu:

Unlock all planes in Campaign mode and 2 Player mode—**L2, L2, Right, R1, R1, R1, Left, Left, R2, R2, R2, R2, START**

Unlock all missions in Campaign mode—**Down, R2, R1, Up, Up, L1, L2, L1, START** (note: this code will not work unless you enter the "Unlock all planes" code first)

Unlock Special missions in Campaign mode—**Left, L2, L2, L1, Up, Up, Down, START** (note: this code will not work unless you enter the "Unlock all planes" code first)

Unlock Side Trax missions in Campaign mode—**L1, R1, R2, R1, Right, Left, Left, Up, START** (note: this code will not work unless you enter the "Unlock all missions" code first)

Unlock all missions in Dogfight mode—**R1, R1, R1, L2, L2, L2, Up, Right, Down, Left, Up, START**

Unlock Time Trial mission in Training mode—**Right, Right, R1, R1, Up, L1, L1, L1, START**

Unlock Hidden Paint Schemes—**Left, Right, Left, Right, Right, Left, Right, Left, L2, R2,** □, □, □, **START** (with this code in place, press the □ button while viewing your plane at the Hangar screen to change its colors)

### LOONEY TUNES: BACK IN ACTION

*Cheat Codes*

Select "Cheat Codes" from the Options menu and enter any of the following codes:

PASSPORT—Access all areas

TOUGHAGE—Invulnerability

HENSAWAY—Hen grenades activated

WEENY—ACME Shrink Ray activated

SLAPPY—Slappy Fish activated

GOBBLE—Gossamer doors revealed in Warner Bros. Studios

SUITSYOU—Free Costume doors activated

OUTTAKE—Duck Danger Battle unlocked

FURRYOUS—Wile E. Coyote game unlocked

DANGERD—Duck Danger costume unlocked

CANNON—Cannonball costume unlocked

AMUNKEY—Awards $500 to player

### MANHUNT

*Secret Codes*

The following codes can be entered at the main menu. However, they will not work unless you have accomplished certain goals as indicated below. Note that you can't earn a five-star rating in any level unless you play at the "Hardcore" difficulty setting.

God mode—**Down, Down, O, Up,** □, △, □, **R2, Up, Up, L1,** △ (this code will not work until you beat the game at any difficulty setting)

Unlimited run energy—**R2, R2, L1, R2, Left, Right, Left, Right** (this code will not work until you earn a five-star rating in Scenes 1 and 2)

Hunters can't hear you—**R1, L1, R2, L1, Right, Left, Left, Left** (this code will not work until you earn a five-star rating in Scenes 3 and 4)

Health regenerates—**R2, Right, O, R2, L2, Down, O, Left** (this code will not work until you earn a five-star rating in Scenes 5 and 6)

Hunters have high-pitched voices—**R1, R1,** △, O, □, **L2, Down** (this code will not work until you earn a five-star rating in Scenes 7 and 8)

Start with weapons—**R1, R2, L1, L2, Down, Up, Left, Up** (this code will not work until you earn a five-star rating in Scenes 9 and 10)

Super punch—**L1,** △, △, △, O, O, O, **R1** (this code will not work until you earn a five-star rating in Scenes 11 and 12)

Rabbit suit—**Left, R1, R1,** △, **R1, R1,** □, **L1** (this code will not work until you earn a five-star rating in Scenes 13 and 14)

Monkey suit—□, **R2, Down,** △, □, O, **Down** (this code will not work until you earn a five-star rating in Scenes 15 and 16)

Hunters can't see you—□, □, □, **Down,** □, **Down, O, Up** (this code will not work until you earn a five-star rating in Scenes 17 and 18)

Play as Piggsy—**Up, Down, Left, Left, R1, R2, L1, L1** (this code will not work until you earn a five-star rating in Scenes 19 and 20)

Cancel all active codes—**Up, Down, Left, Right, Up, Down, Left, Right**

### MAX PAYNE 2: THE FALL OF MAX PAYNE

*Unlock All Levels* and *Game Modes*

At any time during gameplay (not while paused), press □, □, □, ✕, **Left, Right, Left, Right,** □, □, □, ✕, **Left, Right, Left, Right.** You won't get any confirmation that the code has been accepted, but if you return to the main menu and select "New Game," you'll find all of the modes and levels unlocked.

### MEDAL OF HONOR: RISING SUN

*Cheat Codes*

Choose "Options" from the main menu, then select "Passwords" and enter any of the following codes. Once a code is in place, you must then select "Bonus" from the Options menu and toggle the corresponding cheat on or off.

SEAHORSE—Men with Hats

TILEFISH—Silver Bullet Mode

GARIBALDI—All Replay Items

HOGFISH—Perfectionist Mode

TRIGGER—Invisible Soldiers

TANG—Bullet Shield

PUFFER—Always Sniper

GOBY—Infinite Ammunition

DAMSEL—Rubber Grenades

MANDARIN—Achilles Head

BUTTERFLY—Unlocks all missions (does not appear in "Bonus" menu)

SPINEFOOT—Players have big arms (does not appear in "Bonus" menu)

### MEN IN BLACK II: ALIEN ESCAPE

*Secret Codes*

Enter any of the following codes at the title screen when the text "Press Start" appears. The screen will flash white after each code is entered correctly.

Invincibility—**Right, ✕, R1,** △, **Up, L2, ✕, Left, L1,** O, ✕, **R2**

Start with all weapons—**Up, Down, ✕,** □, **R1,** △, △, **Left,** O, **L1, L1, Right**

Do not lose weapon levels—**Down, Up, ✕,** □, **Down, Up, ✕,** □, **L1, L2,** □, O

Unlock all levels—**R2,** △, **Left,** O, □, **L2, Left, Up, ✕, Down, L2,** □

Unlock all Boss Mode stages—**R1,** △, **Down, Down, ✕, L2, Left,** □, □, **Right,** △, **R2, L1**

Unlock all CST stages—□, **Up, L2, Left,** △, ✕, **R2,** O, **Right, R1,** □, O

Unlock all Agent data—**Up, Down,** O, **R2, Left, L2, Right, ✕, R2,** □, **Up, R1**

Unlock all Alien data—□, **L1,** O, **L2, Down,** △, **R1, Right, ✕, Left, R2,** △

Unlock all FMV movies—O, **R2, L2,** O, △, **Down,** □, **✕, Right, L1, ✕, Up**

### MISSION IMPOSSIBLE: OPERATION SURMA

*Level Select*

Choose "Profiles" from the main menu and highlight the name "Jasmine Curry." Now hold L1 + R1 + △ and press O; you'll be sent back to the main menu where you'll find a new "Levels" option, allowing you to warp to any area in the game. Note: You may not be able to save your progress after entering this code.

### MISTER MOSQUITO

*Kaneyo Mosquito*

At the main menu, hold **L1** and quickly press **Up, Right, Left, Down, L1, R1, R1, R1.** If you're fast enough, you'll hear Kaneyo's voice to confirm the code. The Kaneyo mosquito option will appear at the mosquito color selection screen.

*Kenichi Mosquito*

This code will not work unless you enter the Kaneyo Mosquito code first. At the main menu, hold **L2** and quickly press **Up, Right, Left, Down,** □, □, **R2, R2, R2.** If you're fast enough, you'll hear Kenichi's voice to confirm the code. The Kenichi mosquito option will appear at the mosquito color selection screen.

*Hidden Games*

At the title screen, rotate the right analog stick clockwise 30 times. Every 10th rotation, you'll hear a chime. When you get to the 30th rotation, you'll automatically begin playing the hidden game, "Reckless Cyclist."

### MLB 2005

*Cheat Codes*

Enter the following codes at the main menu; you'll feel the controller rumble each time you enter a code correctly. Some of the codes can also be entered at the Pause Menu during a game. Most of the codes can be deactivated by entering the same code a second time.

Unlock all teams—**Left, Right, Right, Down, Down, Left, Up, Up**

Unlock all uniforms—**Up, Down, Right, Left, Down, Right, Down, Up**

Unlock all stadiums—**Down, Up, Left, Right, Up, Right, Up, Down**

Unlock all classic free agents at Player Movement menu—**Left, Up, Left, Right, Down, Right, Left, Up**

Super speed pitches—**Up, Up, Up, Left, Left, Left, Left, Right**

Super breaking pitches—**Right, Left, Right, Left, Right, Left, Up, Up**

Extra pitch selection—**Down, Up, Down, Right, Right, Right, Right, Left**

Fast running—**Left, Left, Left, Left, Left, Right, Up, Up**

Slow running—**Right, Left, Right, Left, Right, Left, Down, Down**

Big ball—**Up, Up, Right, Left, Up, Up, Right, Left**

Big heads—**Left, Right, Left, Right, Up, Down, Up, Down**

Small heads—**Up, Down, Up, Up, Right, Right, Right, Left**

Black & White mode—**Up, Up, Down, Down, Left, Right, Left, Right**

Fast sound effects—**Right, Right, Right, Right, Right, Right, Left, Down**

### MTV MUSIC GENERATOR 2

*Unlock Jester Interactive Skin*

While making a song, scroll down to line 999 in the generator. Move the cursor to the "Label" box in row 999 and press ✕ to bring up the Label screen. Enter JESTER as the name and exit the Label screen. Now go to the "Skin Selection" menu; you will see that a new skin called "Jester Interactive" has been unlocked.

### MTX MOTOTRAX

*Cheat Code*

Choose "Options" at the main menu, then select "Cheats" and enter the following code:

86657457—Unlock Maggot rider, Slipknot 250cc bike and all movies

### MUPPETS PARTY CRUISE

*Unlock All Decks & Mini-Games*

From the main menu, select either "Short Cruise" or "Long Cruise," then enter "1VIPFROG" on the ticket and select Kermit as Player 1. All decks will now be unlocked in Long Cruise mode and all mini-games will now be unlocked in Short Cruise mode.

*View All Videos*

From the main menu, select either "Short Cruise" or "Long Cruise," then enter "MOVIESTR" on the ticket and select Miss Piggy as Player 1. Next, select either "Short Cruise" or "Long Cruise" to start viewing the videos.

*Max. Movement Points*

From the main menu, select "Long Cruise," enter "SUPERDOV" on the ticket and select Gonzo as Player 1. When you select Long Cruise, your Muppet will be able to move the maximum of nine spaces on each turn.

*Increase Time Limit*

From the main menu, select either "Short Cruise" or "Long Cruise," enter "PLAYFIVE" on the ticket and select Animal as Player 1. Some games will now have a five-minute time limit instead of the normal 90 seconds.

### MX RIDER

*Unlock All Tracks*

At the main menu, select "Championship," then select an empty file. Next, continue through the setup screens until you reach the Entry Form. Enter "IRATA" as your name and select "Done." At the following screen, press △ repeatedly to return to the main menu, then check out the track selection screen to find everything unlocked.

### MX SUPERFLY

*Unlock All Courses, Riders & Mini-Games*

At the main menu, press △, hold **L1** and press **Left,** then press △, hold **L1** and press **Right,** hold **R1** and press **Down,** hold **R1** and press **Right,** then finally press **SELECT.** The controller will rumble immediately after entering the code correctly.

### MX UNLEASHED

*Cheat Codes*

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following passwords for the desired cheats:

STUPERCROSS—Unlock Supercross tracks

ECONATION—Unlock National tracks

SWAPPIN—Unlock "Pro Physics" option at the setup menu before a race

OBTGOFAST—Expert AI (allows you to set the opponent difficulty above 100 at the setup menu before a race)

SQUIRRELDOG—Unlock 50cc Bikes

BIGDOGS—Unlock 500cc Bikes

CLAPPEDOUT—Complete career (unlocks all tracks, machines and bikes)

### NASCAR: DIRT TO DAYTONA

*Earn $10,000 in Career Mode*

At the main menu, press **Up, Down, Left, Right, R1, Left, Left;** the menu will flash briefly if the code was entered correctly. This code will only work with a pre-existing Career Mode account, so if you are creating an account for the first time, you will have to exit Career Mode, enter the code, then restart Career Mode.

*Earn 10 Points in "Beat the Heat" Race in Fast Action Mode*

At the main menu, press **Up, Down, Left, Right, R1, Up, Up.** The menu will flash briefly if the code was entered correctly.

### NAVAL OPS: WARSHIP GUNNER

*Earn $999,999,999 in WWII Mode*

At the Dock screen, press **Left, Left, Right, Right, L2, R2, R1, L1,** □, △. You'll hear a sound after entering the code correctly.

### NBA BALLERS

*Phrase-ology Codes*

Select the "Phrase-ology" option from the inside Stuff menu and enter any of the following codes to unlock various features:

NICE YACHT—Unlock Scottie Pippen's Yacht

THE ANSWER—Unlock Allen Iverson's Recording Studio

ICE HOUSE—Unlock Karl Malone's Devonshire Estate

EURO CRIB—Unlock Kobe Bryant's Italian Estate

PREP SCHOOL—Unlock Yao Ming's Childhood Grade School

DUB DEUCE—Unlock Special Shoe #1 (Yellow Rios in Custom Baller mode)

COLD STREAK—Unlock Special Shoe #2 (Blue Rios in Custom Baller mode)

LOST YA SHOES—Unlock Special Shoe #3 (Grey Rios in Custom Baller mode)

NBA BALLERS TRUE PLAYA—Unlock all players in all modes, alternate gear for all NBA players and all movies in Film Vault (note: if Walt Frazier's movie does not unlock in the Film Vault, simply exit out of the Film Vault and Ballers Cinema, then re-enter both areas and his movie will become available)

Note: After unlocking a player's alternate gear, you must enter the "Alternate Gear" code at the "today's episode" screen (as explained under "Match-Up Screen Codes") to dress that player in his alternate gear.

*Match-Up Screen Codes*

Enter any of the following codes by pressing the Playground, Alley-Oop and Shoot buttons the number of times indicated at the "today's episode" screen that appears just before a match in most game modes. The numbers shown in each code represent the number of times you must press each button before pressing a direction on the D-pad or left analog stick to "lock in" the code. Each time you press a button, you'll see the corresponding symbol change in one of the three boxes next to your player's photo according to the following legend:

1st number/top box—□

2nd number/Middle box—△

3rd number/bottom box—○

For example, to enter the "Unlimited Juice" code (7-6-3), press □ seven times, press △ six times, press ○ three times, then press **Up, Down, Left** or **Right** on the D-pad or analog stick. You'll see a confirmation message appear if the code has been entered correctly. You have a very limited time to enter codes, so be quick. Most of the codes do not work when playing online. Note: The "Alternate Gear" code will only work after you have unlocked the alternate gear for the player you've chosen.

1-2-3—Alternate Gear (if unlocked)

0-1-1—Tournament Mode

0-1-2—Show Shot Percentage

4-3-1—2x Juice Replenish

7-6-3—Unlimited Juice

3-6-7—Start with House meter half filled

5-1-2—Expanded Move Set

3-0-0—Random Moves

7-5-6—Legal Goaltending

3-3-2—Great Handles

3-1-5—Super Push

2-1-5—Super Steals

2-3-5—Super Back-Ins

3-1-7—Better Free Throws

3-2-7—Perfect Free Throws

2-1-3—Speedy Players

7-2-2—Fire Ability

6-2-7—Hotspot Ability

1-2-2—Back-In Ability

3-7-4—Stunt Ability

5-3-6—Pass 2 Friend Ability

7-2-5—Alley-Oop Ability

3-1-3—Put Back Ability

1-2-4—Super Block Ability
1-3-4—Big Head
3-5-4—Paper Ballers
4-2-3—Baby Ballers
4-3-3—Kid Ballers
4-4-3—Young Ballers
4-2-5—Pygmy
5-6-7—Play as Coach
5-5-7—Play as Agent
5-4-7—Play as Secretary
5-3-7—Play as BiznezMan-A
5-2-7—Play as BizanezMan-B
5-1-7—Play as Afro Man

## NEED FOR SPEED: HOT PURSUIT 2

*Cheat Codes*

Enter any of the following codes at the main menu. You'll see a special message appear each time you enter a code correctly:

Unlock Aston Martin V12 Vanquish—R2, Right, R2, Right, △, Left, △, Left

Unlock Aston Martin V12 Vanquish NFS—□, Left, Left, Left, R1, R2, R2, Left

Unlock BMW Z8—□, Right, □, Right, R2, △, R2, △

Unlock Chevrolet Corvette Z06—Left, R2, Left, R2, L1, R1, L1, R1

Unlock Chevrolet Corvette Z06 NFS—□, Right, Right, Right, R2, R1, R1, Right

Unlock Dodge Viper GTS NFS—L1, L2, L2, L2, Right, △, △, L2

Unlock Ferrari 360 Challenger—Left, □, □, □, R1, L2, L2, □

Unlock Ferrari 360 Spider—R2, □, R2, □, △, L2, △, L2

Unlock Ferrari 550 Barchetta—L1, □, L1, □, Right, R1, Right, R1

Unlock Ferrari 550 Barchetta NFS—□, R1, R1, R1, R2, Left, Left, R1

Unlock Ferrari F50—L1, △, L1, △, Right, L2, Right, L2

Unlock Ferrari F50 NFS—△, L1, L1, L1, Left, Right, Right, L1

Unlock Ford SVT Mustang Cobra R NFS—R1, Right, Right, Right, Left, R2, R2, Right

Unlock Ford TS50—Right, Left, Right, Left, R2, □, R2, □

Unlock Ford TS50 NFS—Right, L1, L1, L1, R1, Left, Left, L1

Unlock HSV Coupe GTS—L1, L2, L1, L2, R1, △, R1, △

Unlock HSV Coupe GTS NFS—Right, L2, L2, L2, L1, Left, Left, L2

Unlock Jaguar XKR NFS—L1, Right, Right, Right, L2, R1, R1, Right

Unlock Lamborghini Diablo VT 6.0—Right, R2, Right, R2, R1, L1, R1, L1

Unlock Lamborghini Diablo VT 6.0 NFS—□, R2, R2, R2, △, R1, R1, R2

Unlock Lamborghini Murcielago—R1, L2, R1, L2, L1, Right, L1, Right

Unlock Lamborghini Murcielago NFS—L1, R2, R2, R2, Left, □, L1, R2

Unlock Lotus Elise—△, R2, △, R2, Left, □, Left, □

Unlock Lotus Elise NFS—□, L1, L1, L1, R2, L2, L2, L1

Unlock Mercedes CLK-GTR—R2, R1, R2, R1, Left, △, Left, △

Unlock Mercedes CLK-GTR NFS—△, Left, Left, Left, L1, L2, L2, Left

Unlock Mercedes CL55 AMG—L1, Right, L1, Right, L2, □, L2, □

Unlock Mercedes CL55 AMG NFS—△, R2, R2, R2, R1, L1, L1, R2

Unlock McLaren F1—△, L1, △, L1, R1, Left, R1, Left

Unlock McLaren F1 NFS—Left, △, △, △, L2, □, □, △

Unlock McLaren F1 LM—□, L1, □, L1, △, Right, △, Right

Unlock McLaren F1 LM NFS—R1, □, □, □, R2, Left, Left, □

Unlock Opel Speedster NFS—L2, R2, R2, R2, □, Left, Left, L2

Unlock Porsche 911 Turbo NFS—Right, Left, Left, Left, △, R1, R1, Left

Unlock Porsche Carrera GT—Left, Right, Left, Right, R1, R2, R1, R2

Unlock Porsche Carrera GT NFS—R2, △, △, △, R1, □, □, △

Unlock Vauxhall VX 220 NFS—L1, R1, R1, R1, Left, Right, Right, L1

Unlock Alpine Trail—□, □, △, △, Left, Left, L2, L2

Unlock Alpine Trail II—Left, Left, R2, R2, R2, Left, R1, □

Unlock Ancient Ruins II—Right, Right, Left, Left, Left, Right, L1, □

Unlock Autumn Crossing—Right, Right, △, △, R1, R1, Left, Left

Unlock Autumn Crossing II—R1, R1, Right, Right, Right, R1, R2, △

Unlock Calypso Coast—R2, R2, R1, R1, L1, L1, △, △

Unlock Calypso Coast II—△, △, Right, Right, Right, △, □, L1

Unlock Coastal Parksides II—R2, R2, Left, Left, Left, R2, R1, L1

Unlock Desert Heat II—R1, R1, R2, R2, R2, R1, L1, Left

Unlock Fall Winds II—R2, R2, □, □, □, R2, Left, R1

Unlock Island Dutskirts II—L2, L2, R1, R1, R1, L2, Left, R2

Unlock Mediterranean Paradise II—□, □, Right, Right, Right, □, Left, L2

Unlock National Forest—□, □, L2, L2, R1, R1, Left, Left

Unlock National Forest II—Left, Left, L1, L1, L1, Left, Right, □

Unlock Outback—△, △, Right, Right, L1, L1, R1, R1

Unlock Outback II—L1, L1, △, △, △, L1, □, Right

Unlock Palm City Island—Left, Left, R1, R1, Right, Right, □, □

Unlock Palm City Island II—Right, Right, R2, R2, R2, Right, R1, Left

Unlock Rocky Canyons—R1, R1, Left, Left, □, □, Right, Right

Unlock Rocky Canyons II—□, □, △, △, △, □, L1, Left

Unlock Scenic Drive II—L2, L2, L1, L1, L1, L2, △, □

Unlock Tropical Circuit—R2, R2, △, △, Right, Right, R1, R1

Unlock Tropical Circuit II—L1, L1, Right, Right, Right, L1, □, R2

Unlock Pursuit Corvette—R2, L1, L1, R2, R1, Right, Right, R1

Unlock Pursuit Corvette Challenge—L2, R2, R2, L2, △, Right, △, Right

Unlock Pursuit Crown Victoria Challenge—Right, Left, Left, Right, □, △, □, △

Unlock Pursuit Murcielago—Right, L2, L2, Right, □, Left, Left, L2

Unlock Pursuit Murcielago Challenge—R1, L1, L1, R1, Right, R2, Right, R2

Unlock Pursuit Mustang—Left, △, △, Left, R1, R2, R2, R1

Unlock Pursuit Mustang Challenge—Left, □, Left, □, R2, R1, R2, R1

Unlock Pursuit MS—△, □, □, △, L1, R1, R1, L1

Unlock Pursuit MS Challenge—□, △, △, □, Left, R1, Left, R1

Unlock Black and White Mode—R1, L1, Left, △, Left, Left, Left, L1

Unlock Motion Blur—L2, L1, R1, □, R1, R1, R1, L1

Unlock Championship Bonus Event—L1, □, R2, R2, R2, R1, L1, □

Unlock Chrome Cars—L2, R2, Left, □, Left, Left, Left, R2

Unlock Heavy Fog—△, □, Right, R2, Right, Right, Right, □

Unlock Video Mode—L1, R1, Right, □, Right, Right, Right, R1

Unlock R/C Car—Right, △, L1, R1, L1, L1, L1, △

Unlock Race Bonus Event—Right, □, Left, Left, Left, R2, Right, □

## NEED FOR SPEED UNDERGROUND

*Cheat Codes*

Enter any of the following codes at the main menu; you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.

Unlock all Circuit tracks in Quick Race mode—Down, R1, R1, R1, R2, R2, □

Unlock all Sprint tracks in Quick Race mode—Up, R2, R2, R2, R1, Down, Down, Down

Unlock all Drag tracks in Quick Race mode—Right, □, Left, R1, □, L1, L2, R2

Unlock all Drift tracks in Quick Race mode—Left, Left, Left, Left, Right, R2, R1, L2

## PITFALL: THE LOST EXPEDITION

*Cheat Codes*

At the title screen, hold **L1** + **R1** and enter any of the following codes. Release the triggers after each code to see a confirmation message. Infinite water in canteen (must acquire canteen first)—Left, □, O, Down, □, ×, □, O

Faster attacks—Left, Right, O, Up, O, Right, Left

Play as Nicole—Left, Up, Down, Up, O, Up, Up

Play as old-school Pitfall Harry—△, Left, Down, □, O, △, △, Left

Unlock *Pitfall!* at the New Game/Load Game menu—O, O, Left, Right, O, □, ×, Up, O

Unlock *Pitfall II: Lost Caverns* at the New Game/Load Game menu—Left, Right, Left, Right, △, △, △

## PROJECT EDEN

*Secret Cheats Menu*

At any time during gameplay, press × to open the Resource Menu. Now hold **SELECT** and rotate the left analog stick clockwise three times, starting from the Up position. After doing this correctly, a small icon will appear in the lower right corner of the screen. Move your cursor here to access the cheats menu.

## PSI-OPS: THE MINDGATE CONSPIRACY

*Cheat Codes*

At the main menu, highlight "Extra Content" and press R1 to access a cheat entry screen. Now you can enter any of the following cheat codes to unlock the corresponding feature:

537893—All Powers Cheat
456456—Super Psi Cheat
548975—Bullet Resistant Cheat
978945—Unlimited Ammo Cheat
987978—No Head Cheat
051209 26—"Floor of Death" Extra Mission
766357 66—"Panic Room" Extra Mission
020615—"Up and Over" Extra Mission
945678—"Stoplights" Extra Mission
944266 2—"Gasoline" Extra Mission
154897—"Bottomless Pit" Extra Mission
090702—"TK Alley" Extra Mission
154684—"Gearshift" Extra Mission
428584—"Tip the Idol" Extra Mission
565485—"Psi Pool" Extra Mission
659785—"Aura Pool" Extra Mission
568789—"Bouncy, Bouncy" Extra Mission
456878—"Gnomotron" Extra Mission
773420 6—"Survival" Extra Mission
564689—Nick Scryer (Training) Skin
484646—Nick Scryer (Urban) Skin
975466—Nick Scryer (Wasteland) Skin
456498—Nick Scryer (Stealth) Skin
135488—Sara Blake Skin
468789—Sara Blake (Psi) Skin
678999—Tonya Skin
231644—Sara Blake (Suicide) Skin
489788—Marlena Kessler Skin
136876—Marlena Kessler (Leather) Skin
135454—Marlena Kessler (Bikini) Skin
654968 73—Marlena Kessler (Saranae) Skin
459797—The General (Default) Skin
431644—The General (Clown) Skin
497878—Edgar Barret Skin
196001—Edgar Barret ('70s Style) Skin
196002—Edgar Barret (Training 2) Skin
196003—Edgar Barret (Training 3) Skin
196004—Edgar Barret (Training 4) Skin
196005—Edgar Barret (Training 5) Skin
196006—Edgar Barret (Training 6) Skin
669987—Jov Loonov Skin
231324—Wei Lu Skin
978789—Wei Lu (Dragon) Skin
654654—Wei Lu (Tranquility) Skin
321646—MP1 Skin
698799—MP2 Skin
654659—MP3 Skin
698798—Jack Skin
365498—UN Soldier Skin
454566—Crispy Soldier Skin
998789—Labcoat Skin
364654—Dockworker Skin
978798—Dr. Kimiko Jones Skin
546546—Scorpion Skin
654686—Dark Mode
070419 79—Cooperative Play Mode
050519 79—Arcade Mode

## Q-BALL BILLIARDS MASTER

*View Ball Paths*

At the title screen, press **Up**, △, **Down**, ×, **Left**, □, **Right**, O; you'll hear a tone to confirm the code. Now press the Options menu and set the "Guideline Detail" to "High." When you start a game, you will be able to see the exact path of the cue ball and each numbered ball when performing a shot.

## QUAKE III: REVOLUTION

*Level Skip*

At any time during gameplay, hold L1 + R1 + R2 + SELECT and press ×, O, □, △, ×, O, □, △. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

## RC REVENGE PRO

*Secret Codes*

Enter any of the following codes at the main menu. You'll hear a faint sound effect after entering a correct code. You can enter the "Unlock next Championship" code up to seven successive times to unlock all eight Championships.

Unlock all tracks—L1, R1, R2, □, O

Unlock all vehicles—L1, L2, R1, R2, O, □

Unlock next Championship—L1, R1, R2, L2

## RED FACTION 2

*Unlock All Cheats*

At the main menu, select "Extras," then select "Cheats." Next, enter △, △, ×, ×, □, O, □, O to unlock all 12 cheats.

*Level Select*

At the main menu, select "Extras," then select "Cheats." Next, enter O, □, ×, △, □, O, ×, ×. You won't receive any special confirmation, but if you start a new game, all levels will be available.

## RDADKILL

*Cheat Codes*

At any time during gameplay, press **START** to pause, select the "Map" option and enter any of the following codes:

Earn $100,000—△, O, △, O, □, ×, □, ×

Infinite ammo—△, □, □, O, △, □, □, O

Tornado cheat—△, O, ×, □, □, ×, O, △

Restore health—□, O, □, O, □, O, □, O

Weapons unlock (weapons spawn near garage)—△, ×, ×, △, □, O, O, □, ×, □, O, △

## RTX RED ROCK

*Cheat Codes*

Select "Options" from the main menu or the pause menu, then select "Codes" and enter any of the following cheats:

Easy difficulty—**Up, Down, Down, Down, Down, Down, Down, Down, Up**

Normal difficulty—**Up, Down, Up, Down, Up, Down, Up, Down, Up, Down**

Hard difficulty—**Down, Up, Up, Up, Up, Up, Up, Up, Up, Down**

Unlock all levels—**Down, Left, Left, Down, Left, Down, Right, Down, Left, Down**

Acquire additional items—**Right, Right, Right, Right, Right, Left, Left, Left, Up, Up**

Acquire super weapons—**Right, Up, Down, Down, Up, Right, Right, Up, Down, Down**

Unlock all Special Features—**Left, Down, Up, Left, Right, Up, Down, Left, Right, Down**

## RUMBLE RACING

*Secret Passwords*

At the main menu, select "Game Options," then move the cursor to "Load and Save," press Right, then press ×. Next, enter any of the following passwords at the screen that appears:

1ARE XT1AR—Unlock Vortex (Rookie)
NALBSHHS D—Unlock XXS-TOMCAT (Rookie)
CDAAPTNIA—Unlock Interceptor (Rookie)
ABOGDBOGA—Unlock Road Trip (Rookie)
THTORHRDT—Unlock Thor (Rookie)
KCERDCTEK—Unlock Redneck Rocket (Rookie)
VTYANIYTT—Unlock Van Itty (Rookie)
BSUIGASUM—Unlock Gamecus (Rookie)
DPSRTISUC—Unlock Sporticus (Rookie)
UBTCKSTDH—Unlock Buckshot (Rookie)
AMHBRAAMH—Unlock Stinger (Rookie)
HGIRDLREL—Unlock High Roller (Rookie)
PTDATRTOI—Unlock Revolution (Rookie)
TLACDBTLA—Unlock Cobalt (Rookie)
ZEAGTLUKE—Unlock all tracks, all Championship Cups, the Grand Champion movie (from within the Showcase menu), plus Rookie, Pro and Elite versions of Blue Devil, Dire Wolf, Malice, Jolly Roger, Road Kill, El Diablo, Escargot, Cataclysm, Maelstrom, Mandrake, Dragon, Purple Haze, Hog-en-ator, Van Go, Maniac, Tiberius, Muscle Car, Mantee, Serpent, Widow Maker, Silver Streak, The Banger and any other previously-unlocked vehicles

## RUNE: VIKING WARLORD

*Cheat Codes*

At any time during the game, press **START** to pause, then enter either of the following codes:

God Mode (Invincibility)—□, O, **Left, Right**, O, □

Full Rune Meter—**Up, Down, Left, Right**, □, O

## SAMURAI JACK: THE SHADOW OF AKU

*Cheat Codes*

Enter the following codes at any time during gameplay:

Max. Health meter—Hold the Left Analog Stick **Right** + Right Analog Stick **Left**, then press ×, O, △, □

Max. Zen meter—Hold the Left Analog Stick **Left** + Right Analog Stick **Right**, then press O, ×, □, △

Earn Crystal Sword—Hold the Left Analog Stick **Down** + Right Analog Stick Up, then press ×, O, □, △

Earn Fire Sword—Hold the Left Analog Stick **Up** + Right Analog Stick **Down**, then press □, ×, O, △

Earn Lightning Sword—Hold the Left Analog Stick **Up** + Right Analog Stick **Up**, then press O, ×, △, □

## SAVAGE SKIES

*Invincibility*

At any time during the game, press **START** to pause, then press **Left, Left, Right, Right, Up, Up, Up, Up**, ×, **Up**, ×. You won't get any special confirmation, but when you unpause the game you'll be invincible.

*Instantly Obtain Crystal Shard*

At any time during the game, press the **START** button to pause, then press **Left, Left, Right, Right, Left, Up, Right, Down, Left**, ×, ×. When you unpause, a voice will say, "You found a shard."

*Unlock All 2-Player Levels & Modes*
At the main menu, press Left, Right, Left, Left, Right, Left, Right, ×. You won't get any special confirmation upon correct entry of this code.
*Unlock All Creatures*
At the main menu, press Left, Right, Left, Left, Right, Right, Right, ×. You won't get any special confirmation upon correct entry of this code.

### SCOOBY-DOO! NIGHT OF 100 FRIGHTS

*Cheat Codes*
At any time during gameplay, press START to pause, then quickly enter any of the following codes. You'll hear a special sound effect upon entering each code correctly.
All power-ups—Hold L1 + L2 + R1 + R2 and press ○, □, ○, □, □, ○, ○, □, ○, ○
Unlock alternate credits sequence—Hold L1 + L2 + R1 + R2 and press □, ○, □, □, ○
Unlock Monster Gallery Movies—Hold L1 + L2 + R1 + R2 and press □, □, □, ○, ○, ○, □, □

### SECRET WEAPONS OVER NORMANDY

*Cheat Codes*
Enter any of the following codes at the main menu. Each time you enter a code correctly, you will hear a voice saying, "Secret Code Accepted."
Unlock all instant Action environments—Up, Down, Left, Right, L1, R1, L1, R1
Big head mode—Up, Left, Down, Right, Up, Left, Down, Right, L1, R1, L1, R1
Invincibility—Up, Down, Left, Right, Left, Left, Right, Right, L1, L1, R1, R1, L2, R2
Infinite ammo—Up, Right, Down, Left, Up, Right, Down, Left, L1, R1

### SEEK AND DESTROY

*Secret Passwords*
After clearing the first mission, reenter the town of Rivageders and look for a suspicious-looking purple-colored tank across from the heliport. Approach it and press ○ to speak to it; it will ask if you know the secret word. Now enter any of the following passwords to earn the corresponding prize:
KWNOHRO—1,000 Gold
GSASINRI—AirGatling weapon
KKHWEEEE—Bound Bomb weapon
DDGRITRO—Grand Flag

### SHREK 2

*Cheat Codes*
At any time during gameplay, press START to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following codes at the Scrapbook screen; you'll hear a message each time you enter a code correctly.
Unlock all levels—Left, Up, ×, ○, Left, Up, ×, ○, Left, Up, ×, ○, Up, Up, Up, Up, Up
Unlock all bonuses—Left, Up, ×, ○, Left, Up, ×, ○, Left, Up, ×, ○, □, ○, □, ○, □, ○
Earn 1,000 gold coins—Left, Up, ×, ○, Left, Up, ×, ○, Left, Up, ×, ○, ○, ○, ○, ○, ○
Refill health meters—Left, Up, ×, ○, Left, Up, ×, ○, Left, Up, ×, ○, Up, Right, Down, Left, Up

### THE SIMS: BUSTIN' OUT

*Lawn Gnome Cheat*
While playing in "Bust Out" mode, press START to pause the game, then quickly press R2, L1, R1, L2, Left, ○; you'll hear a sound to confirm. Unpause the game and look for the Lawn Gnome near the mailbox.
*Fill All Motives*
After entering the Lawn Gnome cheat, pause the game again, then quickly press L2, R1, Left, ○, Up; you'll hear a sound to confirm. Unpause the game and highlight the Lawn Gnome; now you can select the "Fill All Motives" option.
*Earn $10,000*
After entering the Lawn Gnome cheat, pause the game again, then quickly press L1, R2, Right, □, L3; you'll hear a sound to confirm. Unpause the game and highlight the Lawn Gnome; now you can select the "Give Money" option.

### SIREN

*Secret Puzzle Game*
During Tamon Takeuchi, Day 3—03:00, you'll find the "Brain Cell Revival" game on a child's grave after you switch control to Kyoya Suda. If you pass the level and save, whenever you return to the title screen the puzzle game will be available from the main menu.
*Time Attack Mode*
If you clear every scenario (78 blocks filled on the Link Navigator), you will unlock the Time Attack Mode. Access it by pressing  in the Stage Select feature before beginning a level.

### SKY GUNNER

*Unlock Processing Options*
At the title screen, press Up, △, Left, ○, Down, ×, Right, . When you press START, a special message will appear to confirm the unlocked options.

### SPACE CHANNEL 5: SPECIAL EDITION

*Disc 1 Cheat*
At any time during gameplay, pause the game, press and hold L1 + R1, then press Up, Left, ×, Left, ×, Down, Right, ○, Right, ○. The game will continue with the computer controlling your moves and playing a perfect game.
*Disc 2 Cheats*
At any time during gameplay, press START to pause the game and enter either of the following codes:
Computer-controlled perfect game—Hold L1 + R1 and press ○, △, .
Mirrored camera angles—Hold L1 + R1 and press Left, Up, Right.

### SPACE RACE

*Cheat Codes*
Choose "Cheats" from the Options menu and enter any of the following codes. Note: You will not be allowed to save your game after activating any of these cheats.
HLORALPH—Unlock Planet Acme 2 track
TORGO—Unlock The Pyramids of Mars 2 track
WHATISU—Unlock The Asteroid Belt track
GULLIBLE—Unlock Wild West Quadrant 2 track
CLOSEIT—Unlock The Nebula track
1 2 4 ADIME—Unlock Galactorama Park 2 stage
PLANETX—Unlock The North Pole Star 2 stage
2 0LBHAM—Unlock Porky Rig
Q32—Unlock Marvin the Martian
KOTIM—Unlock the King
TRUTHOR—Unlock all tournaments and Acme events
ALLMINE—Unlock all Galleria items
ITISZLAFF—Enable Mirror Mode option at the Game Options menu
MADAESAN—Unlock all of the above
KABOOM—Unlimited turbo
ENGARDE—No gag crates

### SPAWN: ARMAGEDDON

*Cheat Codes*
At any time during gameplay, press START and enter the following codes while the game is paused. When you unpause, you will hear Spawn say "Necro-licious!" or "Necro-goodness!" to confirm each correct code.
All weapons—Up, Down, Left, Right, Left, Right, Left, Left
Infinite ammo—Up, Down, Left, Right, Up, Left, Down, Right
Infinite health and Necroplasm—Up, Down, Left, Right, Right, Left, Down, Up
Toggle blood on/off—Up, Down, Left, Right, Up, Up, Up, Up, Up
Unlock all comics—Up, Down, Left, Right, Right, Left, Left, Up
Unlock all missions—Up, Down, Left, Right, Left, Left, Right, Right
Unlock all encyclopedia entries—Up, Down, Left, Right, Left, Right, Up, Down

### SPIDER-MAN

*Secret Codes*
From the main menu, select "Specials," then select "Cheats" and enter the following codes:
KOALA—All "Combat Controls" enabled
IMIARMA—Unlock all stages in "Level Warp"
HEADEXPLODY—Unlock "Pinhead Bowling" in Training menu
ARACHNID—Unlock all of the above + all "Gallery" items
HERMANSCHULTZ—Play as Shocker
SERUM—Play as a scientist
KNUCKLES—Play as Thug 1
STICKYRICE—Play as Thug 2
THUGSRUS—Play as Thug 3
FREAKOUT—Play as Thug 4
CAPTAINSTACEY—Play as a helicopter pilot
REALHERO—Play as a security guard
ORGANICWEBBING—Unlimited web fluid
CHILDOUT—Glider never overheats (when playing as Green Goblin)
ROMITAS—Unlock "Next Level" option at the Paused menu
DODGETHIS—"Matrix" mode
SPIDERBYTE—Tiny Spidey
GOESTOYOURHEAD—Big head + feet
JOELSPEANUTS—Enemies have big heads + feet
UNDERTHEMASK—First-person view

### SPLASHDOWN

*Cheat Codes*
At the Options menu, hold R2 and press Up, Up, Down, Down, Left, Right, Left, Right, ○, ○, ○. A secret "Cheats" screen will appear where you can enter any of the following codes:
AllOutAl—Tougher opponents
Hobbie—Easier opponents
IBelieve—Race against a UFO in Time Trial
F18—Race against an F-18 in Time Trial
AllChar—Unlock all characters
Festival—Unlock all Videos

### SPLASHDOWN: RIDES GONE WILD

*Cheat Codes*
Choose "Options" from the main menu, then enter the following codes at the Options screen:
Unlock all warehouse items—Up, Down, Up, Down, Left, Right, Left, Right, Left, Down, Right, Up, Right, Down, Left, Up
Earn $0,000 warehouse points—Up, Up, Down, Down, Left, Right, Left, Right, □, ○ (repeat as needed)

### SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM

*Cheat Codes*
At any time during gameplay, press the START button to pause, then hold L1 + L2 + R1 + R2 and enter any of the following codes:
Restore health—○, ○, ○, ○, □, ○, □, □, □, □, □, □
Earn 1,000 Shiny Objects—□, ○, ○, □, □, ○, ○, ○, □, □
Earn 10 Gold Spatulas—○, □, □, ○, ○, □, □, ○
Earn the Bubble Bowl power-up—○, □, ○, □, ○, ○, □, □
Earn the Cruise Bubble power-up—□, ○, □, ○, □, □, ○, ○
Modified Cruise Bubble controls—○, ○, ○, ○, □, □, ○, ○, □, ○, □, □
Increase value of Shiny Objects—□, ○, □, ○, ○, □, ○, ○, ○, □, □, □, ○, ○, □
Unlock all Monsters in Monster Gallery—○, □, ○, □, ○, □, ○
Open the Art Gallery—□, ○, □, ○, ○, □, ○, □
Expert mode—○, ○, ○, □, □, ○, ○, ○, ○, □, □, □, ○, ○, □, □, ○, ○
Spongebob falls apart upon death—○, ○, ○, ○, □, □, ○, ○, ○, □
No pants—○, ○, ○, ○, □, ○, ○, □, □, □, ○, ○, ○, ○
Giant Plankton—□, □, □, □, ○, □, ○, □, ○, ○, ○, ○
Villagers give shiny objects when hit—□, □, □, □, ○, □, ○, ○, □, ○, □
Villagers restore health when near—□, □, □, □, □, ○, ○, ○, ○, □, □
Cheerleader villagers—□, □, □, □, □, ○, □, ○, □, □, ○, □

### SPY HUNTER 2

*Unlock All Missions and Weapons*
At the main menu, press L1, R2, L2, R1, R1, L2, R2, L1.
*Invincibility*
At any time during gameplay, press START to pause the game, then press L1, L1, L1, R2, L1, R1, R1, L1, R2.

### SSX3

*Cheat Codes*
From the main menu, press the  button to access the Options menu. Select "Enter Cheat" and enter any of the following case-sensitive passcodes:
biggerthanK7—Unlock all peaks
djsuperstar—Unlock all songs in playlist
shoppingspree—Unlock all Peak 1 gear, items and accessories
graphicdelight—Unlock all special boards
postnobills—Unlock all posters
norequired—Unlock all toys
gotitgotitneedit—Unlock all trading cards
myeyesaredim—Unlock all videos
naturalconcept—Unlock all art
betyouveneverseen—Unlock Snowballs
zenmaster—Unlock Brodi
worm—Unlock Eddie
bronco—Unlock Luther
milkemdaisy—Unlock Cudmore
notsosvelte—Unlock Svelte Luther
back2future—Unlock Marty
slicksuit—Unlock Hiro
wheresyourtail—Unlock Bunny San
windmilldunk—Unlock Stretch
calihimgeorge—Unlock Northwest Legend
brokenleg—Unlock Jurgen
boneyardreject—Unlock Gutless
tankengine—Unlock Churchill
greatwhitenorth—Unlock Canhuck
finallymadeltin—Unlock Unknown Rider

### STAR TREK: SHATTERED UNIVERSE

*Cheat Codes*
Enter any of the following codes at the main menu (the one that shows the bridge, with the *Shattered Universe* logo in the lower right corner of the screen):
Invincibility—L1, ○, L1, R1, △, △, ○, SELECT
All ships unlocked—L1, □, L1, □, R1, R1, ○, SELECT
All missions open—R1, L1, ○, □, L1, R1, △, SELECT
All medals and rank awarded—L1, R1, L1, ○, R1, △, L1, SELECT
Kobayashi Maru difficulty open—L1, △, L1, L1, □, △, R1, SELECT

### STAR WARS: BOUNTY HUNTER

*Secret Codes*
Select "Options" from the main menu, then select "Code Setup" and enter any of the following codes. A special message will appear upon entry of a valid code.
MANDALORIANWAY—Unlock all Chapters
JANGOISBADDEST—Unlock all Dark Horse Comics, Outtakes, Chapters and Levels
GO FISH—Unlock all TCG cards
RARTISTS ROCK—Unlock all concept art

### STAR WARS: JEDI STARFIGHTER

*Secret Codes*
At the main menu, select "Options," then select "Codes" and enter any of the following codes:
QUENTIN—Invincible mode
NOHUD—Turn off HUD
DIRECTOR—Director mode
JARJAR—Reverse flying controls
PNYRCADE—Unlock everything
MAGGIE—Display secret message

### STAR WARS RACER REVENGE

*Secret Cheats*
First, set any kind of record so that the name entry screen appears after your session is over. It's easiest to just play the Time Trial mode on the first track until you beat a lap time of 00:59:51. At the name entry screen, enter "NO TIME" as your name. After entering it correctly, the words "Cheats Enabled!" will briefly appear on the screen. Now you can enter any of the following codes at the main menu. A special message and sound effect will confirm each entry.
All tracks unlocked—Hold L1 + L2 + R1 + R2 and quickly press Right, Left, Right, Left, ○, □, ○, □
All art galleries unlocked—Hold L1 + L2 + R1 + R2 and quickly press Right, □, Left, ○, Down, ×, Up, △
Hard mode—Hold L1 + L2 + R1 + R2 and press △

### STAR WARS: THE CLONE WARS

*Secret Codes*
At the main menu, select "Options," then "Bonuses," then "Codes." Enter any of the following codes; a special message will appear after entering each code correctly.
DARKSIDE—Invincibility
SUPERLASER—Unlimited ammo
GIMME—Unlock bonus objectives for current mission
DODROONOT—Unlock next mission
JORG SACUL—Unlock all multiplayer maps
TRADEFED—Unlock Battle Droid in Academy
NATALIE—Unlock Amidala in Academy
JEDICOUNCIL—Unlock team photos in Sketchbook
12 PARSECS—Unlock all cutscenes

### STARSKY & HUTCH

*Unlock Everything*
When creating a new profile, enter the name "VADKRAM" on your license plate to unlock all seasons and episodes in Story Mode, all Free Roam areas, TV Specials and Locker features.
*Cheat Codes*
Enter the following codes at any time during gameplay to temporarily activate the desired cheat:
Monster truck—L1, L1, Left, Right, L3, L3, L3, L3
Low rider—Up, Up, Down, Down, ×, ○, △, □
Trike motorbike—Up, Up, Left, Left, R1, R2, L1, L2
Funny car—Up, ×, Down, △, Left, ○, Right, □
Funny camera—L1, L2, R1, R2, Left, Left, Up, Up
Big head mode—△, □, ×, ○, ○, ×, □, △
Invisible car—Up, Right, Down, Left, L3, Left, Right, Left

### THE SUFFERING

*Cheat Codes*
At any time during gameplay, hold L1 + R1 + ×  and enter any of the following codes:
Crumpled family picture—Up, Up, Right, Up
Crumpled and dirty family picture—Left, Left, Down, Up
Crumpled, dirty and blood soaked family picture—Left, Down, Left, Down, Left, Down, R2
Bloody Torque—Up, Down, Left, Right
Unlock Shrapnel Grenades—Right, Right, Right, Left, Left, Left
Unlock Molotov Cocktails—Down, Down, Down, Up, Up, Up
Unlock Shotgun—Left, Left, Left, Down, Down, Down
Unlock Flamethrower—Up, Up, Up, Right, Right, Right

Unlock all weapons and items except Flashlight and Gonzo Gun—**Down, Right, Up, Left, Down, R2, Left, Left, Right, Right, R2, Down, Up, Left, Right, R2**
Unlock all of the above cheats—**Down, Up, Down, Left, Right, Left, R2, Up, Left, Down, Right, Up, Right, Down, Left, R2, Down, Down, Down, R2, R2**
Restore health—**Down, Down, Down, R2, Up, Up, Down, Up, R2**
Refill ammo for selected weapon—**Right, Right, Down, Up, Left, Right, Left, Left, R2**
Refill ammo for selected throwing weapon—**Left, Left, Up, Down, Right, Left, Right, Right, R2**
Unlock Flashlight—**Up, Left, Down, Right, Up, Right, Down, Left, R2**
Unlock Gonzo Gun—**Left, R2, R2, R2, Right, Left, Right, Left, Up, R2, R2, R2, Down, Up, Down, Up, R2**
Unlock all Maps—**Left, Right, Down, Right, R2, Left, Up, Left**
Unlock all Documents—**Right, Left, Up, Left, R2, Right, Down, Right**
Earn Xombium—**Right, Right, Up, Up, R2, Left, Right, R2, Right, Up, Right, R2**
Clean family picture—**Up, Right, Up, Right, Up, Right, R2**
Clean Torque—**Down, Up, Right, Left**
Black & white mode—**Up, R2, Left, R2, Down, R2, Right, R2**
HAL 9000 mode—**Left, Left, R2, Right, Right, R2, Up, Up, R2, Down, Down, R2**
Commit suicide—**Down, Down, Down, Down**

## SUPERMAN: SHADOW OF APOKOLIPS

*Secret Codes*
From the main menu, select "Options," then select "Cheat Menu." Next, enter any of the following codes:
SMALLVILLE—Infinite health
JOR EL—Infinite Super Power
BIZARRO—Hard mode (double enemy health)
LESLIE WILLIS—Easy mode (half enemy health)
JOHN CORBIN—Unlock levels
LARA—Unlock biographies
LANA LANG—Unlock movies
MXYZPTLK—Unlock levels, biographies and movies

## SWAT: GLOBAL STRIKE TEAM

*Cheat Code*
Select "Campaign" from the main menu, select a profile, then choose "Select Mission." Now press **L1, L2, Down, R1, Left, L1, Right, R1, Up** to unlock all Single-Player Campaign and Co-op Campaign missions.

## TAK AND THE POWER OF JUJU

*Cheat Codes*
At any time during gameplay, pause the game and enter the following codes:
Earn all Juju Powers—**Up, Right, Left, Down, △, ○, □, Down**
Max. Nubu Plants—□, △, ○, **Left, Up, Right, Down, Down**
Max. Moonstones—△, △, □, □, ○, ○, **Left, Right**
Max. Yorbels—**Up**, △, **Left**, □, **Right**, ○, **Down, Up**
Max. Feathers—□, △, ○, □, △, ○, □, △
Unlock all bonus features—**Left, Right**, □, □, ○, **Left, Right**

## TERMINATOR 3: RISE OF THE MACHINES

*Cheat Codes*
Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:
□, □, X, △, X, ○, X, ○—Invincibility
X, △, △, △, X, ○, X, □—Unlimited ammunition
○, ○, △, □, X, △, △, □—All weapons (present)
X, ○, X, X, △, ○, □, X—All weapons (future)
○, ○, ○, □, □, □, X, X—Unlock *Missile Command* game in Special Features menu
○, ○, ○, □, □, △, □—Unlock *Centipede* game in Special Features menu
○, ○, ○, □, △, □, △, △—Unlock all levels
X, X, △, △, ○, ○, □, □—Unlock all exclusive movies
△, □, □, X, X, △, ○—Unlock all in-game movies
X, □, X, □, □, △, ○, △—Unlock all stills
○, △, ○, X, □, △, X, □—Unlimited continues
X, △, □, ○, △, X, □, △—T-X has 50% less HP in every fight
△, ○, X, △, _, _, _, _—Terminator has 50% less HP in every fight
□, △, □, △, ○, X, ○, X—T-X has 50% more HP in every fight
△, △, □, X, ○, △, □, ○—Terminator has 50% more HP in every fight

## THEME PARK ROLLER COASTER

*Cheat Codes*
At any time during gameplay, enter any of the following codes. Note that the codes must be repeated a specific number of times before they will register:
Unlock all items—**Up, Down, Up, Down, Left, Up, Down, Up, Down, Right**. You must repeat this sequence nine times in total
Items cost nothing—**Left, Down**, X, ○. You must repeat this sequence nine times in total
255 Gold Tickets and all roller coaster awards—**Up, Down, Left, Right**, ○, **Right, Left, Down, Up**, ○. You must repeat this sequence five times in total

## THUNDERSTRIKE: OPERATION PHOENIX

*Unlock All Missions*
From the main menu, select "Options." Set "Vibration" to one block, "SFX" to zero blocks and "Music" to zero blocks. Next, hold **L1** + L2 + R1 + R2 + □ and press the ○ button. You'll see the words "Spooky Cat!" flash on the screen to confirm that all of the game's missions have been unlocked.

## TIGER WOODS PGA TOUR 2004

*Passwords*
Choose "Options" from the main menu, then select "Password" and enter any of the following codes:
THEKITCHENSINK—Unlock all golfers and courses
SHERWOOD TARGET—Unlock Target World Challenge at Game Modes menu
YJHK342B—Unlock all Nike sponsorship items for purchase
91treSTR—Unlock all Adidas sponsorship items for purchase
cgTR7Bqw—Unlock all Callaway Golf sponsorship items for purchase
CL4SetUB—Unlock all Cleveland Golf sponsorship items for purchase
FDGH597f—Unlock all Maxfli sponsorship items for purchase
kjnMR3qv—Unlock all Odyssey Golf sponsorship items for purchase
R453DrTe—Unlock all PING sponsorship items for purchase
8Ri349BZ—Unlock all Precept sponsorship items for purchase
cDuzfgY—Unlock all TAG Heuer sponsorship items for purchase
TS345329—Unlock all TourStage sponsorship items for purchase

## TOMB RAIDER: THE ANGEL OF DARKNESS

*Stage Select*
At any time during the game, press the **START** button to pause, then press and hold **L1** + **R2** + **Down** + △ simultaneously. Release all of the buttons, then immediately press ○, **Up**, □, △, **Right, Down** as quickly as possible. If you've entered the code correctly, you'll see two new options at the Paused menu which will allow you to skip the current level or warp directly to any level in the game.

## TONY HAWK'S UNDERGROUND

*Cheat Codes*
Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off.
g e t i t u p—Moon gravity
k e e p i t s t e a d y—Perfect manual
l e t i t s l i d e—Perfect rail
r e a r r i d e r—Perfect sketches
d i g i v i d—Unlock all THUG movies

## TRANSFORMERS

*Cheat Codes*
Enter any of the following codes at the Autobot HQ main menu. Quitting the game will deactivate the code(s).
Unlock all Mini-Cons—**L1, L2**, ○, □, ○, □, **L2, L1**
Remove Mini-Con loadout restriction—**R1, R1, L2, R1, R1, L2**, ○, ○
Infinite Stealth (must have Covert Mini-Con equipped)—**Up, Up, Down, Down, L1, L2, L1, L2**
Infinite Powerlinx—**Up, Down, Up, Down**, ○, □, □, ○
Enemies have big heads—○, ○, □, ○, □, **L1, L1, L1, L2**
Increase game speed slightly—**L1, R2, R2**, □, □, □, **L1**
*Even More Cheats*
Pause the game at any time during gameplay and enter any of the following codes at the Pause screen. Quitting the game will deactivate the code(s).
Invincibility (Autobot's health meter will still diminish while taking damage)—**R1**, ○, **Q**, **R1, R2, L1, L1, L2**
1-shot kills—□, ○, □, ○, **L1, L1, L2, L1**
Stealth enemies—**Left, Right, Left, R1, R2, R1, Right, Right**
*Still More Cheats*
From the main menu, select "Extras," then enter any of the following codes at the Extras menu. Exiting the Extras menu will deactivate the code(s).
Unlock all Art, Comics, Toys and Promotional Booklet—○, □, ○, □, **L1, R1, L1, L1**
Unlock all Movies, TV Spots, Cheat Videos and Credits—○, □, ○, □, **L1, R1, L1, ○**
Unlock all Music—○, □, ○, □, **R1, L1, L1, L1**
Unlock all Extras—□, □, ○, □, ○, **L1, L2**

## TRANSWORLD SURF

*Cheat Codes*
Enter the following codes at any time during the game (not while paused); you'll hear a sound effect to confirm each code. Note: The codes marked with an asterisk (*) will not work unless you enter the "Enable Cheats" code first.
Enable cheats—**SELECT, Up, Down, L2, Left, Right, L2**
Complete all goals in current location (Pro Tour mode)—**SELECT, Up, Left, L1, Up, Left, L1**
Unlock all levels in all game modes (note: must be entered in Pro Tour mode)—**SELECT, Down, Right, Left, L1, Down, Right, Left, L1**
Camera cheat (Free Surf mode only; use analog sticks to change camera angle)—**SELECT, Right, Left, Down, Up, L1**
Toggle HUD screen display on/off—**SELECT, Up, Down, Left, Right, Up, Right**
*Invisible surfer—**SELECT, Up, Down, Left, Right, Left, Up**
*Invisible surfboard—**SELECT, Up, Down, Left, Right, Left, Down**
*Surf on a shark—**SELECT, Up, Down, Left, Right, Right, Down**
*Fast paddle (press the right analog joystick Up)—**SELECT, Up, Down, Left, Right, Down, Down**
*Max. Trick Meter—**SELECT, Up, Down, Left, Right, Down, Up**
*Perfect balance during floaters—**SELECT, Up, Down, Left, Right, Right, Left**
Disable all "*" cheats—**SELECT, SELECT, SELECT, SELECT**

## TRUE CRIME: STREETS OF LA

*Unlock All Upgrades*
During gameplay, press **START** to pause and enter the City Map screen (you must be outside). Press **Up, Right, Down, Left, Up**, ×. You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.
*Change Car Mass*
While driving, press **START** to pause and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a sound to confirm the code.
Decrease car mass—**Down, Down, Down**, ×
Increase car mass—**Up, Up, Up**, ×
*Unlock Snoop Dogg Missions*
During gameplay, press **START** to pause and enter the City Map screen (you must be outside). Press **R1, L1, Up, Right, Left, Down, L3, R3**, ×, □, ○, △. You will hear a confirmation sound if entered correctly. Save and exit out of the game. Load the saved game and enter the Mission select screen. Select the Snoop Dogg missions by choosing the Snoop Dogg head icon.

## TWISTED METAL: BLACK

*Secret Codes*
At any time during gameplay, hold **L1** + **R1** + **L2** + **R2** and quickly enter any of the following codes:
God Mode—**Up**, ×, **Left**, ○
Invulnerable—**Right, Left, Down, Up**
Exchange weapons for health—△, ×, □, ○
Killer Weapons—×, ×, **Up**
Mega Guns—×, ×, △

## VAN HELSING

*Enable Widescreen Mode*
At any time during gameplay, enter the following code to enable widescreen mode: **R3, L3, Down**, ×, **Down**, ×, ○, **Left**, ○, **Left, Up**, △. Enter the code again to disable widescreen mode.
*Unlock Bonus Movies*
Enter any of the following codes at any time during gameplay (not while paused); you'll hear a confirmation sound each time you enter a code correctly. The unlocked movies can be viewed by choosing "Gallery" from the main menu.
Unlock Bonus Movie 1—**Up, Down, Up, Down, Left, Left, Right, Right, L1, L3, R3, R1**
Unlock Bonus Movie 2—**Up, Right, Down, Left, Up, Left, Down, Right, Up, R1, R2, R3**
Unlock Bonus Movie 3—**L1, L2, R2, R1, R2, L2, L1, Up, Up, Down, Down, SELECT**
Unlock Bonus Movie 4—**SELECT, L3, R3, SELECT, R3, L3, SELECT, Left, Left, Up, Right, Right**
Unlock Bonus Movie 5—**L2, R2, L1, R1, SELECT, SELECT, L1, L1, R2, R2, L3, R3**
Unlock Bonus Movie 6—**R2, R1, R2, R1, L1, L2, L1, L2, Left, Right, SELECT, SELECT**
Unlock Bonus Movie 7—**L3, Left, R3, Right, L2, Up, R2, Down, L1, Left, R1, Right**

## WAY OF THE SAMURAI

*Unlock TP and CPU Battle Modes*
At the main menu, hold **L1** + **R1**, then press △ + ○ simultaneously. You'll hear a sound to confirm the code.
*Restore Health*
At any time during gameplay, press **START** to pause, then hold **L1** + **L2** and press **Down, Up, Down, Up, Right, Left**, ○.
*Increase Sword Hardness*
At any time during gameplay, press **START** to pause, then hold **R1** + **R2**, then press **Right, Right, Left, Left, Down, Up**, ○.
*Eye Flash*
At any time during gameplay, hold **L1** + **L2** and rotate the left analog stick seven times clockwise. Continue rotating the analog stick to perform successive eye flashes.

## WHITEOUT

*Unlock All Tracks, Characters and Snowmobiles*
At the main menu, hold **L1** + **R1** and press **Right, Right, Right, Right**.
*Race Codes*
Enter any of the following codes at any time during a race:
Automatic win—Hold **L2** + △ and press **Up, Down, Left, Right**
Restore Stamina—Hold **L2** + △ and press **Right, Right, Left, Down**
View other riders—Hold **L2** + △ and press **Down, Down, Left, Left** (repeat the code to toggle between riders)

## WORLD TOUR SOCCER 2005

*Cheat Codes*
Enter any of the following codes at the main menu. A confirmation message will appear each time you enter a code correctly.
Unlock everything—**L2, L2, L1, R1, Left, Up, Left, Down**
Unlimited TIF Tokens—**Up, Down, Up, Down, R1, R1, R2, R2, Up, Down, Up, Down**
Unlock all Time Warp international teams—**R2, L2, R2, L2, Up, L1**
Unlock all TIF Dev teams—**Down, Right, L2, R1, Left, R1**
Unlimited transfer money in season mode—**L1, L1, R1, Down, Left, Right**

## WRATH UNLEASHED

*Secret Codes*
Enter the following codes at the title screen (where the words "Press Start Button" appear); you'll hear a sound and the screen will flash to confirm each time you enter a code correctly:
Large Characters on Map—**Left**, □, **Up**, ○, **Right**, △, **Down**, △
Increase Health and Speed in Versus/Team Fighter Mode—**Down, Down, Up, Down, Left, Right, Down, Up, Up, Up, Right, Left**, □

## WRECKLESS: THE YAKUZA MISSIONS

*Unlock All Missions and Cheats*
Select the "Cheats" option from the "Scenario Select" menu. Highlight the "Unlimited time" option in the cheat menu and simultaneously press **L2** + **R1** + **Right** + ○ repeatedly until all cheats become available.

## THE X FILES: RESIST OR SERVE

*Cheat Passwords*
Choose "Options" from the main menu, then select "Game Settings" and access the "Cheats" menu to enter any of the following codes:
Unlimited ammo—**L1, L2**, ×, **R2, R1**
Player invincible—**Up**, □, ○, ×, **Down**
One-shot kills—□, **L2, Down, R1**, ×
Unlock all Acts—**R2, Right, L2, Up**, □
Unlock all Bonus Features—**Left, R1, L1, Down**, ○
Grenade Bullets—×, ○, □, **L2, R2**

## ZONE OF THE ENDERS

*Versus Mode*
At the title screen, press ○, ×, **Right, Left, Right, Left, Down, Down, Up, Up**. You'll hear a special sound effect and a new item called "Versus" will now appear at the main menu.
*Exchange Level for Health and Ammo*
At any time during gameplay, press **START** to pause, then press **L1, L1, L2, L2, L1, R1, L1, R1, R2, R1**. Your health and ammo will be fully restored, but your level will decrease by one at the same time. However, if you're at Lv. 1 already, the code will not work.

# GameCube tips

### 1080° AVALANCHE
*Avalanche Codes*
Choose "Options" from the main menu, then select "Enter an Avalanche Code" and enter any of the following codes:
JA53IKR—Sub-Zero Assault: Spinal Damage (Novice Match Challenge)
2AUNIKFS—Sub-Zero Assault: Ballistic (Hard Match Challenge)
EATFIKRM—Avalanche Alley: No Way Out (Expert Match Challenge)
9AVIKNY—Avalanche Alley: Outway Knoll (Extreme Match Challenge)

### ATV: QUAD POWER RACING 2
*Cheat Codes*
Enter the following codes in the "Name Your Rider" screen when creating a new profile. A confirmation message will appear each time you enter a code correctly.
BUBBA—Unlock all riders
GENERALLEE—Unlock all vehicles
ROADKILL—Unlock all tracks
REDROOSTER—Unlock all championships
DOUBLEBARREL—Unlock all challenges
FIDDLERSELBOW—Max. skill level
GINGHAM—Max stats

### BALDUR'S GATE: DARK ALLIANCE
*Play as Drizzt Do'Urden*
At the character select screen, hold L + R + Y and press A. You won't see or hear any special indication that the code worked until you begin your game.
*Level Warp & Invincibility*
At any time during gameplay, hold L + R + Left + Y and press START. After entering the code correctly, a special menu will appear.

### BEACH SPIKERS: VIRTUA BEACH VOLLEYBALL
*Secret Codes*
Choose "World Tour" from the main menu and start a new game. At the "Team Edit" menu, enter any of the following names in the "Name" box to unlock secret hair styles, face types and uniforms. Note: After entering a code correctly, you'll hear a chime and the code will not be registered as your character name.
JUSTICE—Sunglasses 94, Uniform 105 and 106 (*Virtua Cop*)
DAYTONA—Uniform 107 and 108 (*Daytona USA*)
FVIPERS—Hair Style 75, Face Type 51, Uniform 109 and 110 (*Candy/Honey from Fighting Vipers*)
ARAKATA—Hair Style 76, Face Type 52, Uniform 111, 112 and 113 (*Ulala from Space Channel 5*)
PHANTA2—Hair Style 77, Face Type 53, Uniform 114 and 115 (*Nei from Phantasy Star II*)
OHTORI—Uniform 116 and 117 (Sega logo)

### CONFLICT DESERT STORM II BACK TO BAGHDAD
*Cheat Code*
At the main menu, press Z, Z, Y, Y, X, X, B, B, START, START. A new "Cheats" option will appear in the Options menu.

### DAVE MIRRA FREESTYLE BMX 2
*Cheat Codes*
Enter any of the following codes at the main menu (use the D-pad for all directional commands):
Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, B**
Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, B**
Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, B**
Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, B**

### DEF JAM VENDETTA
*Unlock Characters*
At the main menu, select Battle mode and choose any match type. At the character select screen, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z. If entered correctly, you will hear a confirmation sound.
Aril—**A, Y, B, X, Y**
Briggs Alternate Costume—**A, B, X, Y, X**
Carla—**A, Y, A, A, A**
Chukklez—**Y, Y, B, A, X**
Cruz—**X, B, A, A, X**
D-Mob—**Y, B, Y, A, X**
D-Mob Alternate Costume—**Y, Y, B, Y, Y**
Dan G—**A, X, A, X, Y**
Deebo—**X, X, A, A, B**
Deja—**X, Y, X, X, A**
DMX—**X, A, X, B, Y**
Drake—**A, B, B, X, X**
Funkmaster Flex—**X, B, X, X, Y**
Headache—**B, B, B, Y, X**
House—**B, A, B, X, A**
Iceberg—**Y, B, X, Y, X**
Ludacris—**X, X, X, Y, B**
Manny Alternate Costume—**X, Y, X, Y, X**
Masa—**A, X, B, Y, Y**
Method Man—**Y, X, A, B, X**
Moses—**B, B, Y, Y, A**
N.O.R.E.—**X, Y, B, A, X**
Nyne—**Y, X, A, A, B**
Omar—**X, X, Y, B, B**
Opal—**X, X, Y, Y, B**
Peewee—**A, A, Y, B, Y**
Peewee Alternate Costume—**A, B, B, Y, X**
Penny—**A, A, A, B, X**
Pockets—**B, Y, X, Y, A**
Proof Alternate Costume—**A, Y, B, Y, X**
Razor—**B, Y, B, X, A**
Razor Alternate Costume—**Y, X, A, B, B**
Redman—**X, X, B, Y, A**
Ruffneck—**A, Y, A, B, X**
Ruffneck Alternate Costume—**Y, X, B, A, Y**
Scarface—**X, Y, A, B, Y**
Sketch—**B, B, X, Y, A**
Snowman—**B, B, A, A, X**
Spider Alternate Costume—**Y, B, A, Y, X**
Steel—**A, B, X, A, B**
Tai—**X, X, Y, A, X**
Tank Alternate Costume—**B, Y, X, A, A**
Zaheer—**B, B, Y, A, A**
*Unlock Stages*
At the "Choose Stage" screen in Battle mode, hold L + R + Z and enter any of the following codes. The codes must be entered quickly as soon as you hold L + R + Z. If entered correctly, you will hear a confirmation sound.
The Warehouse—**A, Y, A, Y**
Grimeyville—**Y, Y, Y, A, Y**
Club Luda—**X, B, Y, A, Y**
The Dragon House—**B, A, Y, A, X**
The Junkyard—**A, Y, Y, A, B**
The Face Club After Hours—**Y, A, Y, Y, X**
Def Jam—**X, A, Y, A, B**
Def Jam Vendetta—**B, X, A, Y, Y**
The Bounty Club—**A, Y, Y, X, X**

### DIE HARD: VENDETTA
*Cheat Codes*
Enter the following codes at the main menu; a confirmation message will appear each time you enter a code correctly. Note that the game keeps track of the last button you pressed and may confuse the order in which you press them, so it's a good idea to enter the game and then exit to the main menu before entering each code.
Invulnerable—**L, R, L, R, L, R, L, R**
All Levels Unlocked—**X, Y, Z, Z, X, Y, Z, Z**
Infinite Hero Time—**B, X, Y, Z, L, R**
Liquid Metal—**B, Y, X, B, Y, X**
Big Heads—**R, R, L, R**
Pin Heads—**L, R, L, L**
Flame On—**B, X, Y, B, X, Y**
Exploding Fist—**B, X, R, R**
Hot Hands—**X, B, Y, L, L**
Kamikaze—**L, R, Z, Y, B**

### DISNEY'S EXTREME SKATE ADVENTURE
*Cheat Codes*
Select "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:
entourage—Unlock all characters
ambassador—Unlock all stages
trendytrickster—Unlock all items in Create-a-Skater menu
Inthezone—Special meter always full
savannah—Unlock *Lion King* movie
marlin—Unlock *Toy Story* movie
nuggets—Unlock *Tarzan* movie

### ENTER THE MATRIX
*Cheat Codes*
Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.) At the "A:\>" prompt, enter "CHEAT.EXE" and hit the "Return" button; a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFFF") followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly:
0034AFFF—All weapons unlocked
1DDF2555—Infinite ammo
69E5D9E4—Infinite Focus
7F4DF451—Infinite health
13D2C77F—Unlock Bonus Test Level
FFFFFFF1—Invisibility (enemies can't see you)
D5C55D1E—Multiplayer Fighting
7867F443—Faster Logos Flight Speed

### EVOLUTION SKATEBOARDING
*Secret Characters*
At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, X**. At the character-select screen, highlight any character and press the X button to select a different hidden character at each one.
*Unlock All Stages*
At the title screen, press **L, R, Left, Right, Left, Right, Left, Right, Down, Down, Up, Up, Down, Up**. All of the game's stages will now be unlocked.

### F-ZERO GX
*Unlock Extra Soundtrack*
Enter the "Customize" menu and select "F-Zero Shop," then press **Z, Left, Right, Left, Z, Y, X, Z, Left, Right, Left, Right, Z, X, Z, X, Z**; you'll hear a confirmation sound. Now enter "Items" and you'll see a new soundtrack called "Sounds of Big Blue" available for purchase.

### FINDING NEMO
*Secret Cheats*
Enter any of the following codes at the title screen. If entered correctly, you will hear a confirmation sound and the word "Cheat!" will appear. You can then toggle the cheats on and off at the pause menu during gameplay.
Level select—**Y, Y, B, B, X, B, Y, X, B, Y, B, Y, B, Y, X, Y, Y**
Invincibility—**Y, B, B, X, X, X, Y, Y, B, B, B, X, X, X, B, Y, X, X, X, B, X, Y, X, X, X, B, X, X, X, Y**
Reward level—**Y, B, X, X, B, Y, Y, B, X, X, B, Y, Y, X, B, Y, B, X, X, B, Y**
Credits—**Y, B, X, Y, Y, B, X, Y, B, B, X, Y, B, B, X, Y, B, X, X, Y, B, X**

### GO! GO! HYPERGRIND
*Cheat Codes*
Choose "Options" from the main menu, then select "Cheats" and enter the following codes:
OPENSESAME—Unlock all stages
DECKCOLLECTOR—Unlock all boards
PRETTYBOARDS—Unlock all board designs
NEEDMORESPEED—Unlock all wheel designs
COOLDUDES—Unlock all figures
MOVIEFREAK—Unlock all movies
TONSOFJUNK—Unlock all gear
NOTPICA550—Unlock all gallery items
MANUALMASTER—Perfect manual balance cheat
LIPGRIPPER—Perfect lip balance cheat
PROGRINDER—Perfect grind balance cheat
RUBBERNECKER—Super spin cheat
AUTOREACTION—Perfect reaction cheat
STABILIZER—All balance cheat
8UTIEANOBEAST—Unlock Vert and Kevin (Note: To use Kevin, highlight Vert and hold L + R, then press A)
PANDORASBOX—Unlock all of the above items

### GOBLIN COMMANDER: UNLEASH THE HORDE
*Cheat Codes*
At any point in the game, hold L + R + Y + **Down** for three seconds; you should see a message on the screen indicating that the cheat mode has been turned on. Now you can enter any of the following codes:
Access all levels—**Y, Y, L, R, L, L, L, R, L, R, R, L, R, L, L, R, L, L, R, L, L, R, R, Y, Y, Y**
God mode—**R, R, R, L, L, L, R, L, Y, R**
Auto-win—**R, R, L, L, L, R, R, Y, Y, Y**
Gold + 100—**L, L, R, R, R, R, L, Y, L, L, L**
Souls + 100—**L, L, L, L, R, Y, R, R, R**
1,000 Gold, 1,000 Souls—**R, R, L, R, R, Y, Y, Y, L, L**
Fog of War—**R, L, R, R, L, L, Y, Y, L, R**
50% game speed—**L, L, L, L, L, Y, Y, Y, Y, R**
200% game speed—**R, R, R, R, R, L, Y, R, R, R**

### GODZILLA: DESTROY ALL MONSTERS MELEE
*Cheat Codes*
At the main menu, hold **L**, then **B**, then **R**, then release **B**, release **R**, then release **L**. A cheat code prompt will appear where you can enter any of the following codes:
4801480—Unlock all cities
6969240—Unlock all monsters except Orga
2024120—Unlock Orga
7606110—11 Continues in Adventure Mode
7562870—All objects are throwable
1121220—All objects are indestructible
4928770—Health regenerates for Player 1
6496400—Unlimited Rage for Player 1
1222240—Unlimited Rage for Player 2
5480530—Unlimited Rage for Player 3
4512420—Unlimited Rage for Player 4
6772510—Unlimited Energy for Player 1
4359760—Unlimited Energy for Player 2
6036960—Unlimited Energy for Player 3
2916800—Unlimited Energy for Player 4
8439010—Invincibility for Player 1
7065490—Invincibility for Player 2
1885220—Invincibility for Player 3
2865520—Invincibility for Player 4
5056340—Invincibility (all players)
5110120—Stronger attacks for Player 1
8154800—Stronger attacks for Player 2
2124540—Stronger attacks for Player 3
2865520—Stronger attacks for Player 4
8176830—Stronger attacks (all players)
9868750—Smaller monsters for Player 1
9719340—Smaller monsters for Player 2
8956360—Smaller monsters for Player 3
7957350—Smaller monsters for Player 4
1742040—Smaller monsters (all players)
3160220—Invisible monsters
4432530—Hide all in-game interface graphics
5679800—Black and white film mode
1765420—Watch credits

### THE HAUNTED MANSION
*Cheat Codes*
Enter the following codes at any time during gameplay (not while paused):
Invincibility—Hold **Right** on the D-pad and press **B, X, X, B, X, Y, A**
Weapon upgrade—Hold **Right** on the D-pad and press **B, B, Y, Y, X, X, X, A**
Unlock "Level Select" option at the Pause menu—Hold **Right** on the D-pad and press **X, X, B, Y, Y, X, A**
*Invisible Zeke*
After the Gamecube logo disappears, press L + R + A + B and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be invisible.
*Skeleton Zeke*
After the Gamecube logo disappears, press A + B + Y + X and hold them down until the copyright screen has disappeared. After starting a game, Zeke will now be a skeleton.

### I-NINJA
*Cheat Codes*
At any time during gameplay, press **START** to pause the game and enter any of the following codes:
Sword upgrade—Hold L + R and press **X, B, X, Y, Y, B, X, B**
Complete current mission—Hold **R** and press **B, B, B, X**; release **R**, hold **L** and press **Y, Y**; release **L**, hold **R** and press **B, B** (Note: This code will

only work during normal missions; it can't be used in "Collect the Red Coins" or "Find All the Enemies" missions)
Big head mode—Hold R and press Y, Y, Y, Y; release R, hold L and press Y, Y; release L, hold L + R and press Y, X, Y

**LEGENDS OF WRESTLING**
*Unlock All Wrestlers*
At the main menu, press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. A message will appear on the screen to confirm the code.

**THE LORD OF THE RINGS THE RETURN OF THE KING**
*Cheat Codes*
At any time during gameplay, press the START button to pause the game, then hold L + R and enter any of the following codes. You'll hear a confirmation sound each time you enter a code correctly:
Unlock Faramir—A, A, Y, Y
Unlock Frodo—Y, X, X, X
Unlock Merry—A, Down, Down, A
Unlock Pippin—Y, X, B, Down
Unlock All Actor's Videos—A, B, A, Up
The following codes are character-specific; enter the code that corresponds to the character you're controlling.
• 1,000 experience points
Aragorn—Up, B, Y, A
Faramir—B, Y, Up, B
Frodo—Down, Y, Up, Down
Gandalf—X, Y, Up, Down
Gimli—X, Y, Y, A
Legolas—A, Y, Up, A
Merry—Down, Down, B, A
Pippin—Y, A, B, A
Sam—Y, A, Down, A
• Unlock all skills up through Level B for purchase
Aragorn—Up, B, Y, Up
Faramir—X, Down, Down, Down
Frodo—X, X, Down, Down
Gandalf—X, B, Down, Down
Gimli—A, X, Down, B
Legolas—B, Up, Up, Down
Merry—Down, Y, A, B
Pippin—B, Up, Up, X
Sam—X, X, Y, Y
• Earn all special abilities
Aragorn—Down, X, Y, Y
Faramir—Up, B, X, Up
Frodo—Y, A, Down, A
Gandalf—Up, Down, Y, X
Gimli—X, B, A, X
Legolas—Y, X, A, X
Merry—Up, Y, X, X
Pippin—B, A, X, Y
Sam—Up, X, A, X
• Restore missiles
Aragorn—Y, B, B, Y
Faramir—Y, Up, A, A
Frodo—Y, Y, Y, X
Gandalf—Y, Down, A, B
Gimli—X, X, X, A
Legolas—Y, Y, Y, Down
Merry—B, X, X, Y
Pippin—Up, X, Down, B
Sam—A, A, X, A
• Purchase all normal 3-hit combos (note: you will not be able to use some combos until your character achieves the specific level of the combo)
Aragorn—B, Down, X, Up
Faramir—B, Y, Up, Y
Frodo—B, Down, Y, B
Gandalf—Down, A, Y, Down
Gimli—Up, B, X, B
Legolas—B, Y, Y, X
Merry—Y, Up, A, Y
Pippin—Up, Up, B, X
Sam—B, A, X, B
• Purchase all normal 4-hit combos (see note above)
Aragorn—Up, B, Y, Down
Faramir—A, B, Up, A
Frodo—Down, B, Down, X
Gandalf—Down, Y, Up, X
Gimli—Y, B, Up, A
Legolas—A, X, Y, B
Merry—B, A, B, B
Pippin—A, A, Down, X
Sam—Up, Down, Y, Y
The following codes are not character-specific, but they will not work unless you have completed the game:
Purchase all upgrades—Up, Down, Y, X
Always devastating—Y, Up, Y, Down
Infinite missiles—B, B, Down, X
Invulnerability—B, X, B, Up
Perfect mode—X, Down, Y, A
Targeting indicator mode—Down, X, Up, B
Restore health—B, B, X, X

**MARIO GOLF: TOADSTOOL TOUR**
*Special Contests*
Hold the Z button and press START at the title screen. You will see a new option called "SP Contests" at the main menu. Choose the new option and you'll see that the "Hole-in-One Contest" is already open. Select "Password Tournament" from the SP Contests menu and enter the following passwords for more contests:
0 E K W S G 7 U—Camp Hyrule Cup
G G A A 2 4 1 H—Super Mario Open
C E U F P X J 1—Target Bullseye Tour
B J G Q B U L 2—Hollywood Video Tour
E L B U T 3 P X—Peach's Invitational
9 L 3 L 9 K H R—Bowser's Big Blast
2 G P L 6 7 P N—Bowser Jr.'s Jumbo Tourney

**MEDAL OF HONOR: RISING SUN**
*Passwords*
Enter the Options menu, select "Passwords" and enter the following passwords. You must then turn the corresponding code on or off at the Bonus menu.
L O A C H—All Replay Items
D I S C U S—Unlimited Ammunition
P L E C O—Silver Bullet
G O U R M—Bullet Shield
M O O R—Rubber Grenades
T E T R A—Men Without Hats
L E L E U P I—Always Sniper
Z E B R A—Invisible Soldiers
C I C H L I D—Achilles Head
B O T I A—Perfectionist Mode
B E N G A L—Immortality

**MEN IN BLACK II: ALIEN ESCAPE**
*Secret Codes*
Enter any of the following codes at the title screen when the text "Press Start" appears. The screen will flash white after each code is entered correctly.
Invincibility—Right, A, R, Y, Up, L, A, Left, L, B, A, B
Unlock all levels—R, Y, Left, B, X, L, Left, Up, A, Down, L, X
Unlock all Boss Mode stages—R, Y, Down, Down, A, L, Left, X, Right, Y, R, L
Unlock all CST stages—X, Up, L, Left, Y, A, R, B, Right, R, X, B
Unlock all Agent data—Up, Down, B, R, Left, L, Right, A, R, X, Up, R
Unlock all Alien data—X, L, B, L, Down, Y, R, Right, A, Left, R, Y
Start with all weapons—Up, Down, A, X, R, Y, Y, Left, B, L, L, Right
Do not lose weapon levels—Down, Up, A, X, Down, Up, A, X, L, L, X, B

**MX SUPERFLY**
*Cheat Code*
At the main menu, press X, Y, then L + X, then X, L, Z, then R + Y to unlock all of the tracks, mini-games, bikes and secret characters.

**NAMCO MUSEUM**
*Display Game Time in Galaga Arrangement*
At the *Galaga Arrangement* screen, press Left, Right, Left, Right, Up, Down, Up, Down; you'll hear a confirmation sound. The game time will now be displayed at the bottom of the screen while playing *Galaga Arrangement*.

**NEED FOR SPEED: UNDERGROUND**
*Cheat Codes*
Enter any of the following codes at the main menu; you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.
Unlock all Circuit Tracks in Quick Race mode—Down, R, R, R, X, X, X, Z
Unlock all Drag Tracks in Quick Race mode—Right, Z, Left, R, Z, L, Y, X
Unlock all Drift Tracks in Quick Race mode—Left, Left, Left, Left, Right, X, R, Y
Unlock all Sprint Tracks in Quick Race mode—Up, X, X, X, R, Down, Down, Down

**NICKELODEON PARTY BLAST**
*Unlock Secret Levels*
Choose "Start Game" from the main menu, then pick a character and select Blast mode. When the "Select Level" screen appears, press Up, Up, Down, Down, Left, Right. You'll hear a chime and four "bungee" levels will be unlocked.

**NINTENDO GAMECUBE PREVIEW DISC**
*Extra Mission*
Choose *Billy Hatcher and the Giant Egg* from the main menu, then—when the words "Press Start" appear on the *Billy Hatcher* title screen—hold the A button and press START. (Release A while the game loads if you don't want to skip the stage intro.) Instead of playing Mission 1 as usual, you'll start the demo on Mission 2.

**OUTLAW GOLF**
*Cheat Code*
Start a new game; at the name entry screen, enter "Golf_Gone_Wild" as your name and save your game. This code unlocks all of the characters, stages and clubs.
*Unlock Alternate Costumes*
At the character select screen, hold R and press Z, Y, Y, Y, Y, Z, Y.

**PITFALL: THE LOST EXPEDITION**
*Cheat Codes*
At the title screen, hold L + R and enter any of the following codes. Release L + R after each code to see a confirmation message.
Infinite water in canteen (must acquire canteen first)—Left, B, X, Down, B, A, B, X
Faster attacks—Left, Right, X, Up, X, Right, Left
Play as Nicole—Left, Up, Down, Up, X, Up, Up
Play as old-school Pitfall Harry—Y, Left, Down, B, X, Y, Y, Left
Unlock *Pitfall!* at the New Game/Load Game menu—X, X, Left, Right, X, B, A, Up, X
Unlock *Pitfall II: Lost Caverns* at the New Game/Load Game menu—Left, Right, Left, Right, Y, Y, Y

**PRINCE OF PERSIA: THE SANDS OF TIME**
*Secret Level*
Insert a controller into the Player 4 slot of the GameCube. Start a new game, then as soon as you are able to control the Prince on the porch, hold the B button on Controller 4 and quickly press A, B, Y, X, Y, A, B, X on Controller 1.

**RED FACTION II**
*Unlock Everything*
Choose "Extras" from the main menu and access the "Cheats" option. Press B, B, A, A, Y, X, Y to unlock all cheats and levels. After entering this code, you will have the option of turning each specific cheat on or off.

**RESIDENT EVIL**
*Special Weapon*
If you beat the game in Normal Mode in under five hours, you will start with the Samurai Edge Barry Version gun in your inventory when you play again by choosing the "Once Again..." option. The Samurai Edge is similar to the regular Handgun, except it has infinite bullets and fires three rounds consecutively when you pull the trigger.
*Infinite Rocket Launcher*
If you beat the game in Normal Mode in under three hours, you will start with the Infinite Rocket Launcher in your inventory when you play again by choosing "Once Again..." at the main menu.
*Grenade Launcher Trick*
(Note: This trick will only work with Jill. Also, it's possible that using this trick will adversely affect the quantities of other items in your inventory, so try this at your own risk.) With the Grenade Launcher and at least one spare set of unequipped grenade shells of any kind in your inventory, equip the Grenade Launcher and find an item box. When you open the item box, immediately select the set of grenade shells in your inventory and place it in the very first slot in the item box. (The first slot of the item box is selected by default when you first open the box—it usually contains the First Aid Spray when you start the game or the Closet Key if you've already cleared the game once.) Now select the grenade shells occupying the first slot in the item box and combine the shells from the item box directly to your equipped Grenade Launcher. The number of shells displayed under the Grenade Launcher will become corrupted. Now exit the item box; Jill will have 240 shells in her Grenade Launcher when you check her inventory. If you still have unequipped Grenade Launcher ammo in the item box, stay in the item box screen and swap out the grenade shells again. You'll see the 496 shells back in the item box. Now move the 496 shells from the item box into an empty slot in your inventory and exit out of the item box. You'll still have the spare set of 496 shells—and you'll also have 240 shells in the Grenade Launcher if you pulled them from the first item spot the second time you combined them. If you have more than one set of unequipped shells, you can keep swapping them out between the first slot of the item box and the equipped Grenade Launcher to create more shells at any time.

**RESIDENT EVIL 2**
*Unlimited Ammo*
Press START to pause the game, then choose "Button Config." from the Option menu. When the Controller Setup screen appears, hold the R button and press the Z button 10 times. If done correctly, you will see the white boxes around the CONFIG. and AIM settings turn red.

**ROADKILL**
*Cheat Codes*
At any time during gameplay, press START to pause, highlight the "Map" option and enter any of the following codes:
Restore health—X, B, X, B, X, B, X, B
Infinite ammo—Y, X, X, B, Y, X, X, B
Earn $100,000—Y, B, Y, B, X, A, B, X, Down, Up
Summon tornado—Y, B, A, X, A, A, B, Y
Weapons unlock (weapons spawn near garage)—Y, A, A, Y, X, B, B, X, A, X, B, Y

**ROCKY**
*Secret Codes*
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.
Unlock all boxers and arenas—Hold R and press Up, Down, Down, Left, Left, L
Boxers punch harder—Hold R and press Right, Down, Left, Up, Left, L
Boxers move faster—Hold R and press Down, Left, Down, Up, Right, L

**SCOOBY-DOO! NIGHT OF 100 FRIGHTS**
*Secret Codes*
At any time during gameplay, press START to pause, then quickly enter any of the following codes. You'll hear a special sound effect upon entering each code correctly:
All power-ups—Hold L + R and press X, B, X, B, X, B, B, B, X, X, X, B, X, X
Unlock alternate credits sequence—Hold L + R and press B, X, X, B, X, B

**SHREK 2**
*Cheat Codes*
At any time during gameplay, press the START button to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following codes at the Scrapbook screen; you'll hear a message each time you enter a code correctly.
Unlock all levels—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Up, Up, Up, Up
Unlock all bonuses—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Y, X, Y, X, Y
Earn 1,000 gold coins—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, X, X, X, X
Refill health meters—Left, Up, A, X, Left, Up, A, X, Left, Up, A, X, Up, Right, Down, Left, Up

**SONIC HEROES**
*Metal Teams*
Select "2P Play" from the main menu, choose a game and select any team. At the stage-select screen, select a stage with the A button, then immediately press and hold A + Y while the game loads. When the game starts, your team will consist of metal versions of the characters you chose.

**SONIC MEGA COLLECTION**
*Unlock Bonus Games*
Each of the locked games can be unlocked by playing other games a certain amount of times according to the following schedule. Note that you get credit for playing a game even if you exit that game immediately after the "Game Log Recorded" message appears:
• Blue Sphere—Play *Sonic the Hedgehog* and *Sonic 3D Blast* 20 times each, or play *Sonic Mega Collection* with a *Phantasy Star Online Episode I & II* save file on your memory card
• *Knuckles in Sonic*—Play *Sonic the Hedgehog 2* and *Sonic Spinball* 20 times each
• *Sonic 3 & Knuckles*—Play *Sonic the Hedgehog 3* and *Sonic & Knuckles* 20 times each
• *Flicky*—Play *Dr. Robotnik's Mean Bean Machine* 30 times, or play *Sonic Mega Collection* with a *Sonic Adventure 2 Battle* save file on your memory card
• *Ristar*—Play Blue Sphere, *Knuckles in Sonic 2*, *Sonic 3 & Knuckles* and *Flicky* 30 times each
*Sonic the Hedgehog: Stage Select/Sound Test*
At the title screen—just as Sonic is starting to appear—press Up, Down, Left, Right. You'll hear a chime. Now hold the B button and press START to get a secret menu that allows you to start at any stage or hear any of the game's music or sound effects.
*Sonic the Hedgehog: Debug Mode*
At the title screen—just as Sonic is starting to appear—press X, X, Up, Down, Left, Right. You'll hear a chime. With this code in place, you'll have access to the following features:
• System Reset—Press START to pause the game, then press B to reset to the title screen.
• Slow-Motion—Press START to pause, then hold the A button to play in slow motion. If you tap the X button while paused, you'll advance the action one "frame" at a time.

• Debug Mode—When the name of the current zone appears in big letters at the start of a stage, press the **B** button and hold it down until Sonic appears. Your "Score" indicator will be replaced by a bunch of hexadecimal numbers. Now you're invincible; the only thing that can kill you is if you fall off the screen. Press **A** during gameplay to change Sonic a different object from the game; while Sonic is a different object, you can move the object anywhere in the current stage with the **D**-pad. Also, when in "object" mode, press **B** to change to a different object, **X** to place a copy of that object on the screen or **A** to change back into Sonic and continue play. Use this feature to modify the game's stages or even "draw" hundreds of gold rings on the screen; when you change back into Sonic you can pick them all up.

*Sonic the Hedgehog 2: Stage Select*

At the "Sound Test" menu, listen to sounds 19, 65, 09 and 17 in order; you'll hear a chime when you activate the last sound. Next, return to the title screen, highlight "1 Player", hold **B** and press **START** to access the stage-select menu. With this code in place, you'll also have access to the following features:

• System Reset—Press **START** to pause the game, then press **B** to reset to the title screen.

• Slow-Motion—Press **START** to pause, then hold the **A** button to play in slow motion. If you tap the **X** button while paused, you'll advance the action one "frame" at a time.

*Sonic the Hedgehog 2: Chaos Emeralds Cheat*

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 04, 01, 02 and 06 in order; you'll hear the fanfare that sounds when you get a Chaos Emerald. This code gives you all of the Chaos Emeralds; you can grab 50 rings and jump to change into Super Sonic. You'll also be able to see the "good" ending when you beat the game.

*Sonic the Hedgehog 2: Debug Mode*

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 01, 09, 09, 02, 01, 01, 02 and 04 in order; you'll hear a chime to confirm. Now highlight the name of any stage, hold the **B** button and press **START**; don't release **B** until the stage begins. See the codes for the original *Sonic the Hedgehog* above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in *Sonic 2*.

*Sonic the Hedgehog 2: *Night* Mode*

Enter the "Debug Mode" code above, then highlight the name of any stage at the stage-select menu, hold the **X** button and press **START**. This darkens the graphics, making it appear as if you're playing at night.

*Sonic the Hedgehog 3: Stage Select*

After the Sega logo appears at the start of the game, you'll see a blurry scene of Sonic running toward you. The instant Sonic appears, quickly press **Up, Up, Down, Down, Up, Up, Up, Up**. You'll hear a chime to confirm the code. Note: This is an extremely difficult code to enter. It took us about 100 tries before we got it to work with the GameCube controller. You must press the buttons at a consistent speed, starting at the exact moment when the screen turns black; you should finish entering the code just a split-second before the screen turns pure white. Use a very light touch on the **D**-pad or analog stick and press **Up** and **Down** evenly, making sure not to touch the diagonals. If you don't hear the chime, just press **Z** and pick "Game Title" to try again. Once you've done it right, press **Up** or **Down** at the title screen menu until you see a new item called "Sound Test"; this gives you a stage-select and sound test menu. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option. With the code in place, you have access to the following features:

• System Reset—Press **START** to pause the game, then press **B** to reset to the title screen.

• Slow-Motion—Press **START** to pause, then hold the **A** button to play in slow motion. If you tap the **X** button while paused, you'll advance the action one "frame" at a time.

*Sonic the Hedgehog 3: Debug Mode*

At the stage-select menu (see above), highlight the name of any stage, hold the **B** button and press **START**; don't release **B** until the stage begins. See the codes for the original *Sonic the Hedgehog* above to find out how the debug mode works; the only difference is that you don't get invincibility when you enter the Debug Mode in *Sonic 3*. However, if you get killed when playing in Debug Mode, just press the **A** button quickly before Sonic falls off the screen with the surprised expression on his face; this will change him into an object and freeze the action. Now just use the **D**-pad to move the object to a safe place and press **A** to change back into a healthy Sonic.

*Sonic the Hedgehog 3: Secret Special Stage*

At the stage-select menu (see above), select the "Sound Test" option and listen to sound 01, then 03, then 05, then 07; you should hear a chime when you select the last number. Now highlight "Special Stage 2," hold the **B** button and press **START** to play a secret special stage.

*Sonic the Hedgehog 3: *Night* Mode*

At the stage-select menu (see above), highlight the name of any stage, hold the **X** button and press **START**. This darkens the graphics, making it appear as if you're playing at night.

*Sonic & Knuckles: Stage Select*

Play through the first stage until you reach one of the ratchet machines that allow you to pull yourself up. Jump and hang on to one of the handles, then—while your character is hanging from the handle—press **Left, Left, Left, Right, Right, Right, Up, Up, Up**; you'll hear a chime to confirm the code if you've entered it quickly enough. Now press **START** to pause, then press **B**; the game should restart. When the title screen reappears, hold the **B** button and press **START** to access the stage-select and sound test menu.

*Knuckles in Sonic 2: Stage Select*

At the title screen, quickly press **Up, Up, Up, Down, Down, Down, Left, Right, Left, Right**; you'll hear a chime to confirm the code if you've entered it properly. Now hold the **B** button and press **START** to access the stage-select menu.

*Sonic 3 & Knuckles: Stage Select*

Play through the first stage until you reach one of the swinging vines with the handles on the ends of them. Jump up and grab the handle, then—while your character is swinging from the vine—press **Left, Left, Left, Right, Right, Right, Up, Up, Up**; you'll hear a chime to confirm the code if you've entered it quickly enough. Now press **START** to pause, then press **B**; the game should restart. Press **Up** or **Down** at the title screen menu until you see a new item called "Sound Test"; this gives you the stage-select and sound test menu. Near the upper left corner of the screen is a small number which you can change by pressing the **X** button; this number represents the character you want to play with according to the following legend:

00—Sonic and Tails
01—Sonic
02—Tails
03—Knuckles

*Sonic 3D Blast: Stage SelectStage Skip*

At the title screen—while the words "Press Start" are flashing—press **A, B, Right, B, X, Up, Down, B**. The main menu will appear, even though you have not pressed the **START** button. Choose "Start" from the main menu; the Level Select menu will appear. You can choose any stage, including the Tails and Knuckles bonus rounds. With this code in place, you can skip stages at any time by pressing **START** to pause, then pressing the **B** button to warp to the next stage.

*Sonic Spinball: Stage Select*

Choose "Options" from the title menu, then—when the Options menu appears—press **B, Down, A, Down, X, Down, B, A, Up, B, X, Up, A, X, Up**; you'll hear a fanfare to confirm the code. Now return to the title menu and enter one of the following codes:

• Hold **B** and press **START** to warp to the "Lava Powerhouse" stage.

• Hold **A** and press **START** to warp to the "Machine" stage.

• Hold **X** and press **START** to warp to the "Showdown" stage.

*Sonic Spinball: See the Credits*

Choose "Options" from the title menu, then—when the Options menu appears—press **X, Up, A, Up, B, Up, X, A, Down, X, B, Down, A, B, Down**; you'll hear a fanfare and the game's credits will appear.

*Ristar: Cheat Passwords*

Enter the following passwords for different effects:

MUSEUM—Boss Rush Mode
DOFEEL—Practice Bonus Rounds
ILOVEU—Stage Select
SUPER—"Super" difficulty level appears at the option screen
MAGURO—Adds an "Onchi" ("tone deaf") option to the sound test menu
HETAP—Display "Worst Score" at the demo screens
XXXXXX—Cancel all passwords
AGES—Display Sega copyright

## SPAWN: ARMAGEDDON

*Cheat Codes*

At any time during gameplay, press **START** and enter the following codes while the game is paused. When you unpause, you will hear Spawn say "Necro-licious!" or "Necro-goodness!" to confirm each correct code.

All weapons—**Up, Down, Left, Right, Left, Right, Left, Left**
Infinite ammo—**Up, Down, Left, Right, Up, Left, Down, Right**
Infinite health and Necroplasm—**Up, Down, Left, Right, Right, Left, Down, Up**
Toggle blood on/off—**Up, Down, Left, Right, Up, Up, Up, Up**
Unlock all comics—**Up, Down, Left, Right, Right, Left, Left, Up**
Unlock all missions—**Up, Down, Left, Right, Left, Left, Right, Right**
Unlock all encyclopedia entries—**Up, Down, Left, Right, Left, Right, Up, Down**

## SPEED KINGS

*Cheat Code*

Start a new game and enter the "Player Setup" menu from any section. Under the player's handle, enter "borkbork" as the player's name to unlock everything in the game.

## SPIDER-MAN

*Secret Codes*

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.

KOALA—All "Combat Controls" enabled
IMIARMAS—Unlock all stages in "Level Warp"
HEADEXPLODY—Unlock "Pinhead Bowling" in Training menu
ARACHNID—Unlock all of the above + all "Gallery" items
GIRLNEXTDOOR—Play as Mary Jane
HERMANSCHULTZ—Play as Shocker
SERUM—Play as a scientist
KNUCKLES—Play as Thug 1
STICKYRICE—Play as Thug 2
THUGSRUS—Play as Thug 3
FREAKOUT—Play as Thug 4
CAPTAINSTACEY—Play as a helicopter pilot
REALHERO—Play as a security guard
ORGANICWEBBING—Unlimited web fluid
CHILLOUT—Glider never overheats (when playing as Green Goblin)
ROMITAS—Unlock "Next Level" option at the Paused menu
DODGETHIS—"Matrix" mode
SPIDERBYTE—Tiny Spidey
GOESTOYOURHEAD—Big head + feet
JOELSPEANUTS—Enemies have big heads + feet
UNDERTHEMASK—First-person view

## SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM

*Cheat Codes*

Pause the game, then hold **L** + **R** and enter the following codes. Note that the codes must be entered very quickly. If done correctly, you will hear SpongeBob say something or the controller will vibrate to confirm.

X, X, X, X, Y, X, Y, X, Y, Y, Y, Y—Max. health
Y, X, X, Y, Y, X, X, Y—Add 1,000 Shiny Objects
X, Y, Y, X, X, Y, Y, X—Add 10 Spatulas
X, Y, X, Y, X, X, Y, Y—Instant Bubble Bowl power-up
Y, X, Y, X, Y, Y, X, X—Instant Cruise Bubble power-up
X, X, X, X, Y, Y, X, X, Y, X, Y, Y—Cruise control for Cruise Bubble
X, Y, X, Y, X, Y, X, X—Unlock all monsters in Monster Library
Y, X, Y, X, X, Y, X, Y—Unlock Art Gallery
Y, X, Y, X, X, Y, X, X, X, Y, Y, Y, X, Y—Shiny Objects have more value
X, X, X, Y, Y, X, X, X, X, Y, X, X, X, Y, X, X—Expert Mode
X, X, X, X, Y, Y, X, Y, X, X, X, Y—Always Shrapnel Bob death animation
X, X, X, X, Y, Y, X, X, Y, X, Y, Y—No Pants mode
Y, Y, X, X, X, X, Y, Y—Invert left/right camera controls
Y, Y, Y, Y, X, Y, X, X, X, X—Big Plankton
Y, Y, Y, Y, Y, X, Y, X, Y, X—Small villagers
Y, Y, Y, Y, X, Y, X, Y, Y, Y, Y, Y—Small co-stars
Y, Y, Y, Y, Y, X, Y, X, X, X, Y, Y—Villagers give health
Y, Y, Y, Y, Y, X, X, X, Y, X, Y—Villagers give Shiny Objects when hit
Y, Y, Y, Y, Y, X, Y, X, Y, X, X, Y—Villagers and co-stars give Shiny Objects when you double-jump

## SPY HUNTER

*Secret Movies*

At the profile menu, select a blank entry, then enter any of the following codes as your name; you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu.

GUN—Unlock "Saliva: The Spy Hunter Theme" movie
WOODY—Unlock "Early Test Animatic" movie

## SSX3

*Cheat Codes*

From the main menu, press the **Y** button to access the Options menu. Select "Enter Cheat" and enter any of the following case-sensitive passcodes:

biggerthank7—Unlock all peaks
disperstar—Unlock all songs in playlist
shoppingspree—Unlock all Peak 1 gear, items and accessories
naturalconcept—Unlock all art
graphicdelight—Unlock all special boards
postnobills—Unlock all posters
nogluerequired—Unlock all toys
gittgottlneedit—Unlock all trading cards
myeyesaredim—Unlock all videos
zenmaster—Unlock Brodi
worm—Unlock Eddie
bronco—Unlock Luther
milkmdaisy—Unlock Cudmore
notsosvelte—Unlock Svelte Luther
back2future—Unlock Marty
slicksuit—Unlock Hiro
wheresyourtail—Unlock Bunny San
windmilldunk—Unlock Stretch
callhimgeorge—Unlock Northwest Legend
brokenleg—Unlock Jurgen
boneyardreject—Unlock Gutless
tankengine—Unlock Churchill
greatwhitenorth—Unlock Canhuck
finallymadeitin—Unlock Unknown Rider
betyouveneverseen—Unlock Snowballs

## STAR WARS: BOUNTY HUNTER

*Secret Codes*

Select "Options" from the main menu, then select "Code Setup" and enter any of the following codes. A special message will appear upon entry of a valid code.

MANDALORIANWAY—Unlock all chapters
GO FISH—Unlock all TCG cards
RARTISTS ROCK—Unlock all concept art

## STAR WARS JEDI KNIGHT II: JEDI OUTCAST

*Secret Codes*

At the main menu, select "Extras," then select "Cheats" and enter any of the following codes. You'll hear a shout each time you enter a code correctly.

PEEPS—Unlock all multiplayer characters
FLICKY—Unlock all Movie Viewer items
DINGO—Unlock all levels
SCOOTER—Infinite Force meter
BISCUIT—Infinite ammunition
FUDGE—All weapons
BUBBLE—Invincibility

## STAR WARS: REBEL STRIKE ROGUE SQUADRON III

*Secret Codes*

Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or else it won't work. Note that the special vehicle codes may not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available" screen to see if that vehicle is allowed in a particular mission.

IOUAOYE—WIMPIAMI—Infinite lives
EEQQ7YPL—CHEIATER—Unlock all missions in Single Player mode
SWGRCQPL—UCHEATED—Unlocks all regular missions in Cooperative mode
RWALPIGC—NOWAYOUT—Unlock Asteroid Field mission in Cooperative mode
WPX?FGCT—EXCERSIZ—Unlock Endurance mission in Cooperative mode
YFCEDFRH—DSAGAIN?—Unlocks Death Star Escape mission in Cooperative mode
FRLLICSF—FARMBOY?—Unlocks Beggars Canyon Race mode "Special" in Versus mode
RTWCVBSH—BFNAGAIN—Unlock Naboo Starfighter ship in all modes
TGBCWLPN—ZZBOUNTY—Unlock Slave 1 ship in all modes

Q Z C R P T G !—H A N S R I D E—Unlock Millennium Falcon ship in all modes
V D X ? W K I H—A N O K S H I P—Unlock TIE Advanced ship in Cooperative and Versus modes
J A S D J W F A—! D A B O M B !—Unlock TIE Bomber ship in Single Player and Versus modes
F R R V E M J K—L O N E S H O T !—Unlock TIE Hunter ship in Single Player and Versus modes
A X C B P R H K—W H A T T H E ?—Unlock Rudy's Car ship in Single Player and Cooperative modes
B B G M Y W S X—J E D I W H O ?—Unlock Jedi Starfighter ship in Versus mode
M C K E M A K D—L O N E S H O T !—Unlock TIE Fighter ship in Cooperative mode
R T J P F C I G—T I M E W A R P—Unlock *Star Wars* game in Arcade
**!** H I F ? H X S—K O O L S T U F—Unlock *The Empire Strikes Back* game in Arcade
L O O K M O M !—Unlock "Credits" option at the Special Features menu
T H E D U D E S—Unlock "Documentary" option at the Special Features menu
! K O O L A R T—Unlock "Art Gallery" option at the Special Features menu
H A R K H A R K—Unlocks "Music Hall" option at the Special Features menu
N O C O L O R ?—Black and white mode

### STAR WARS: ROGUE LEADER ROGUE SQUADRON II

*Secret Codes*
Choose "Options" from the main menu, then select "Passcodes" and enter any of the following codes. If a code has several parts, you must enter the second (or third) passcode immediately after the previous one or else it won't work. Note that the special vehicle codes may not allow you to choose those vehicles in every mission; after entering one of these codes, check the "Available Craft" to see if that vehicle is allowed in a particular mission.
J P V I J U C—R S B F R R L—Infinite lives
I ? ? Q W T T J—C L A S S I C—Unlock all levels
A Y Z B I R C L—W R K F O R ! T—All tech upgrades
P Y S T ? O O O—D U C K S H O T—Bonus level "Death Star Escape" (highlight "Death Star Attack" at the Select Mission screen and press **Up** to access)
T V L Y B B X L—N O W A R I ! !—Bonus level "The Asteroid Field" (highlight "Battle of Hoth" at the Select Mission screen and press **Up** to access)
A Z T B O H ! !—O U T C A S T !—Bonus level "Triumph of the Empire" (highlight "Strike at the Core" at the Select Mission screen and press **Up** to access)
Q G G R W P D G—E E K E E K !—Bonus level "Revenge on Yavin" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press **Up**, Right to access)
? W C Y B R T C—? ? M B C ? ? ?—Bonus level "Endurance" (enter the "Triumph of the Empire" code first, then highlight "Strike at the Core" at the Select Mission screen and press **Up**, Right, Right to access)
C D Y X F I ? Q—A S E P O N E !—Unlock Naboo Fighter
M V P Q I U ? A—O H ! B U D D Y—Unlock Millennium Falcon
Z ? ? I R G B A—D I S P S B L E—Unlock TIE Fighter
P Z ? A P B S Y—I R O N S H I P—Unlock Slave 1
V V ? G X R Y P—C N O O Q I Z R—J F E T T S H P—Unlock Jango Fett's Slave 1
N Y M I U Q K—B L K H L M T !—Unlock TIE Advanced
A J H H ! ? J Y—B U S T D U R—Unlock Imperial Shuttle
I Z U V I E L !—I B E N Z I N !—Unlock Car
U ! ? I V W Z C—G I V E ! T U P—Enable "Ace Mode" option at the Special Features menu
B L A H B L A H—Enable "Audio Commentary" option at the Special Features menu
E X H I B I T !—Enable "Art Gallery" option at the Special Features menu
C O M P O S E R—Enable "Music Hall" option at the Special Features menu
? I N S I D E R—Enable "Documentary" option at the Special Features menu
T H A T S M E !—Enable "Credits" option at the Special Features menu
L I O N H E A D—Black & White mode

### STAR WARS: THE CLONE WARS

*Cheat Codes*
At the main menu, select "Options," then "Bonuses," then select "Codes" and enter any of the following codes. A special message will appear after entering each code correctly.
GASMASK—Unlock all missions
1WITHFORCE—Unlock invincibility
CHOSEN1—Unlock unlimited ammo
YUB YUB—Unlock bonus objectives
FRAGFIESTA—Unlock all multiplayer maps
CINEMA—Unlock all cutscenes
SAYCHEESE—Unlock team photos
CORDE—Unlock Amidala in Academy
FUZZBALL—Unlock Wookie in Academy
ROGERROGER—Unlock Battle Droid in Academy
WAT TAMBOR—Unlock Super Battle Droid in Academy
*Play Ewok Celebration Song*
At any menu screen, press **Up**, **Up**, **Down**, **Down**, Left, Right, Left, Right, **B**, **A**, **START** (using the D-pad). The Ewok celebration song from *Star Wars: Return of the Jedi* will begin playing immediately.

### SUPER SMASH BROS. MELEE

*Special Hidden Trophies*
Fighting Wire Frames—Finish the 15 Minute Melee with any character.
Male Wireframe—Finish the 100-Man Melee in 240 seconds or less and defeat Falco.
Proximity Mine—Complete Stage 3 of Event mode.
Goomba—Finish Stage 14 in Event mode.
Samus Starship—Successfully escape from Brinstar in Adventure mode before the timer expires.
Kirby Hat 5—Finish Stage 37 in Event mode.
Bunny Hood—Accumulate a total of 126 hits in Training mode "MAX Combos" for all characters combined.
Captain Olimar—Play *Super Smash Bros. Melee* with a *Pikmin* save file on your memory card.
Battlefield—Finish All-Star mode once with any character.
Celebi—Locate Celebi's Pokéball in One-Player Adventure or Classic mode.
Crazy Hand—Complete Adventure mode at the Hard or Very Hard difficulty setting without continuing.
Coin—Play 101 times in Coin Battle mode (set battles to "coin" at the Options menu).
Oiskman—Score points in every Special Bonus category.
Entei—Complete Stage 26 in Event mode.
Donkey Kong Jr.—Complete the game with all 25 characters in Classic mode (any difficulty).
Female Wire Frame—Defeat 101 enemies in the Endless Melee.
Final Destination—Finish Stage 51 in Event mode.
Food—Play 1,000 matches in Melee mode.
Game & Watch—Complete Stage 45 of Event mode.
Land Master Tank—Score a combined total of 1,001 KOs.
Lon Lon Milk—Clear the Target Tests in 1,500 seconds or less.
Mach Rider—Clear Classic mode in 300 seconds or less.
Majora's Mask—Complete Stage 47 in Event mode.
Master Hand—Clear Classic mode at Hard or Very Hard difficulty without continuing.
Maximum Tomato—Play 10 matches in Melee mode.
Metal Box—Perform 11 Combos in Training mode.
Mew—Clear All-Star mode at the Hard or Very Hard difficulty setting.
Mute City—Walk a total distance of 3,300 feet or more in the game.
Paper Mario—Hit the sandbag 1,485 feet or more in the Home-Run Contest.
F-Zero Racers—Collect the red "Smash" trophies for all characters (earned by finishing Adventure mode).
Meowth—Collect the blue "Smash" trophies for all characters (earned by finishing All-Star mode).
Wolfen—Clear Adventure mode in 1,100 seconds or less.
Tom Nook—Collect 1,001 coins.
Sandbag—Hit the sandbag 990 feet or more in the Home-Run Contest.
Target—Clear the Target Test with every character.
Sheriff—Clear the Target Test in 750 seconds or less.
UFO—Play 100 multiplayer matches with two or more players.
Falcon Flyer—Play 150 Multiplayer matches with two or more players.
Sudowoodo—Play 200 Multiplayer matches with two or more players.
Unown—Get a combined total of 16,503 feet or more in the Home-Run Contest using any characters.
Mr. Resetti—Defeat six foes in Cruel Melee mode.
Mayra—Unlock the Sound Test.
Heart Container—Play 100 matches in Melee mode.

### TAK AND THE POWER OF JUJU

*Cheat Codes*
At any time during gameplay, pause the game and enter any of the following codes:
Earn All Juju Powers—**Up**, Right, **Left**, **Down**, **Y**, **X**, **B**, **Down**
Max. Nubu Plants—**B**, **Y**, **X**, **Left**, **Up**, Right, **Down**, **Down**
Max. Moonstones—**Y**, **Y**, **B**, **B**, **X**, **X**, **Left**, Right
Max. Yorbels—**Up**, **Y**, **Left**, **B**, Right, **X**, **Down**, **Up**
Max. Feathers—**B**, **Y**, **X**, **B**, **Y**, **X**, **B**, **Y**
Unlock Extra Bonus Features—**Left**, Right, **B**, **B**, **X**, **X**, **Left**, Right

### TEENAGE MUTANT NINJA TURTLES

*Cheat Codes*
Choose "Options" from the main menu, then select "Password" and enter any of the following codes:
D R L L—Stronger Donatello
R D S R L—Stronger Raphael
M S R M M—Stronger Michelangelo
L M L S D—Stronger Leonardo
M L M L S—Donatello takes less damage
S D R M L—Raphael takes less damage
R L D D R—Michelangelo takes less damage
L D S M S—Leonardo takes less damage
R R S L R—Donatello's alternate costume
S L S M M—Raphael's alternate costume
R L S L S—Michelangelo's alternate costume
R S L M D—Leonardo's alternate costume
M L S D S—Donatello's power-up effects Increase
R S S S R—Raphael's power-up effects Increase
R L M S M—Michelangelo's power-up effects Increase
R S D M M—Leonardo's power-up effects Increase
M S S L D—Michelangelo gains unlimited explosive shuriken/recovery items are increased
S S L D M—Leonardo gains unlimited shuriken
L S L M L—Unlock Splinter in Story mode
S R L M D—Unlock Casey Jones in Story mode
L S D R M—Unlock Playmates Toy Database
D D D M L—Funny sound effects
*Funny Walking Sound*
At the title screen—when the words "Press Start Button" appear—press **Up**, **Up**, **Down**, **Down**, Left, Right, Left, Right, **B**, **A**. You will hear the Ninja Turtles say "Yeah!" to confirm the code. Now the Turtles' feet will make funny sounds when they walk.

### TIGER WOODS PGA TOUR 2003

*Cheat Codes*
Enter the Options menu, select Cheat Codes and enter either of the following codes. You will hear Tiger say, "Oh Yeah!" each time you enter a code correctly:
1 4 C O U R S E S—All courses unlocked
A L L T W 3—All golfers unlocked

### TIGER WOODS PGA TOUR 2004

*Passwords*
Choose "Options" from the main menu, then select "Password" and enter any of the following codes:
THEKITCHENSINK—Unlock all golfers and courses
SHERWOOD TARGET—Unlock Target World Challenge at Game Modes menu
YJHk342B—Unlock all Nike sponsorship items for purchase
91treSTR—Unlock all Adidas sponsorship items for purchase
cgTR7Bqw—Unlock all Callaway Golf sponsorship items for purchase
CL4SetUB—Unlock all Cleveland Golf sponsorship items for purchase
FDGHS97i—Unlock all Maxfli sponsorship items for purchase
kjnMR3qv—Unlock all Odyssey Golf sponsorship items for purchase
R453DeTe—Unlock all PING sponsorship items for purchase
BRi3498Z—Unlock all Precept sponsorship items for purchase
cDsa2fgY—Unlock all TAG Heuer sponsorship items for purchase
TS345329—Unlock all TourStage sponsorship items for purchase

### TONY HAWK'S UNDERGROUND

*Cheat Codes*
Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. Now start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off.
g e t i t u p—Moon gravity
k e e p i t s t e a d y—Perfect manual
l e t i t s l i d e—Perfect rail
r e a r r i d e r—Perfect skitches
N O O O ! !—Unlock T.H.U.D.

### TRUE CRIME: STREETS OF L.A.

*Unlock All Upgrades*
During gameplay, press **START**/**PAUSE** and enter the City Map screen (you must be outside). Press **Up**, Right, **Down**, Left, **Up**, **A**. You will hear a confirmation sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.
*Change Car Mass*
While driving, press **START**/**PAUSE** and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a confirmation sound if entered correctly.
Decrease car mass—**Down**, **Down**, **Down**, **A**
Increase car mass—**Up**, **Up**, **A**

### TY THE TASMANIAN TIGER

*Secret Codes*
At any time during gameplay, enter any of the following codes:
All items are marked with vertical lines—**L**, **R**, **L**, **R**, **Y**, **Y**, **X**, **B**, **B**, **X**, **Z**, **Z**
Obtain Kaboomarang, Doomarang, Megarang, Zoomerang, Infrarang, Multirang and Chronorang—**L**, **R**, **L**, **R**, **Y**, **Y**, **B**, **Y**, **B**
Obtain Frostyrang, Flamerang, Zappyrang and Aquarang—**L**, **R**, **L**, **R**, **Y**, **Y**, **B**, **B**, **Y**, **B**

### WAVE RACE: BLUE STORM

*Secret Passwords*
Choose "Options" from the main menu, then hold **Z** + **X** and press **START** at the Options menu. A new "Password" option will appear. At the next screen, enter any of the following passwords:
D L P H N M O D—Ride a dolphin, Free Roam
K T U P W N P D—Play Dolphin Park, Stunt Mode Normal
W C K S W P S A—Play Southern Island, Stunt Mode Expert
M J V 8 L K L 6—Play La Razza Canal, Time Attack Hard
J 7 B 4 W M H F—Play Lost Temple Lagoon, Time Attack Normal
L Q 3 T R K T E—Play Lost Temple Lagoon, Time Attack Hard
A J X Y B P S 3—Play Expert Championship without having to unlock it

### WRECKLESS: THE YAKUZA MISSIONS

*Unlock All Missions & Cheats*
At the Scenario Select screen, select "Cheats." Next, move the cursor to highlight the "Unlimited time" cheat, then hold down **L** + **R** + **Right** and press **Z**. After entering the code correctly, all missions and cheats will be unlocked.

### WWE: CRUSH HOUR

*Secret Character*
Press **X**, **Y**, **L**, **X** at any menu screen to unlock Kevin Nash as a playable character.

### X-MEN: NEXT DIMENSION

*Secret Codes*
At the main menu, quickly enter any of the following codes:
Unlock everything—**Up**, **Up**, **Down**, **Down**, **Left**, Right, **Left**, Right, **A**, **B**, **START**, **START**
All characters start with nearly zero health—**Up**, **Up**, **Down**, **Down**, **X**, **Y**, **Y**, **X**
Computer opponents just stand there—**Up**, **Up**, **Down**, **Down**, **A**, **A**, **B**, **B**, **X**, **X**, **Y**, **Y**
Unlimited Supers—**Up**, **Up**, **Down**, **Down**, **A**, **X**, **A**, **X**

### X2: WOLVERINE'S REVENGE

*Cheat Codes*
Enter the following codes at the main menu:
Unlock all Costumes—**B**, **X**, **B**, **Y**, **Y**, **Y**, **L**, **L**, **Z**
Unlock all Cerebro Files and all Movies—**B**, **X**, **B**, **Y**, **Y**, **Y**, **R**, **R**, **Z**
Unlock Level Select and all Challenges—**B**, **X**, **B**, **Y**, **B**, **X**, **L**, **R**, **Z**
Unlock "Cheats" option at pause menu—**B**, **B**, **X**, **X**, **Y**, **Y**, **X**, **X**, **L**, **L**, **R**, **R**, **Z**

### YU-GI-OH!: THE FALSEBOUND KINGDOM

*Extra Gold Cheat*
While in the 3D Mode Screen, move the cursor to an empty spot on the field and quickly press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**. If entered correctly, you'll hear a voice say "Yu-Gi-Oh!" and you will automatically receive 573 Gold. You can keep increasing your Gold by entering the code over and over.

### ZAPPER

*Infinite Lives*
Press **START** to pause the game, then hold **L** and press **Up**, **Up**, **Left**, **Left**, **Right**, **Left**, **Right**. You will see a message to confirm if you've entered the code correctly.

# Xbox tips

### 007: NIGHTFIRE
*Secret Passwords*
Choose "Codenames" from the main menu, then choose your custom profile and enter any of the following codes at the "Secret Unlocks" menu. Be sure to choose the "Save Codename" option from the Codename "Edit" menu after entering any of these codes; if you don't, the code's effects will be lost and you'll have to enter it again.
PASSPORT—Unlock all missions
PARTY—Unlock all characters in Multiplayer mode
GAMERDDM—Unlock all scenarios in Multiplayer mode
BDDM—Unlock "Explosive Scenery" enviro-mod in Multiplayer mode scenario options
Q LAB—Unlock all gadget and weapon upgrades

### ALIENS VERSUS PREDATOR: EXTINCTION
*Secret Cheat Menu*
At any time during gameplay, pause the game and press **Left Trigger, Left Trigger, Right Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger**. You'll hear a special sound if you have entered the code correctly. Select "Options," then select "Cheats" to activate invincibility, Level Select and more.

### ALTER ECHO
*Cheat Codes*
At any time during gameplay, press **Up, Up, Down, Down, Left, Right, Left, Right** on the D-pad. Your life bar will disappear from the top of the screen; now you can enter the following cheats:
Health recharge—Hold **BACK** button, press **Right**
Time Dilation Energy recharge—Hold **BACK**, press **Up**
Toggle on-screen displays—Hold **BACK**, press **Y**

### ATV: QUAD POWER RACING 2
*Secret Cheats*
At the "Saved Profiles" screen which appears immediately after the title screen, select any empty profile. Next, select any rider, then enter any of the following codes at the "Name Your Rider" screen. A special message will appear each time you enter a code correctly.
BUBBA—Unlock all riders
RDADKILL—Unlock all tracks
GENERALLEE—Unlock all vehicles
DDUBLEBARREL—Unlock all challenges
REDRDDSTER—Unlock all championships
SINGHAM—Max. stats
FIDDLERSELBDW—Max. skill level

### BALDUR'S GATE: DARK ALLIANCE II
*Invincibility/Level Warp*
At any time during gameplay, hold **Left Trigger + Right Trigger + A + B + X + Y** and press the **START** button to bring up the cheat menu. You can toggle invincibility on and off and warp to any location in the game from here, even places that you haven't been to previously. You can even warp to levels that you are not supposed to be able to go to; for example, you can go to Zarad's study even when you're not playing as Ysuras.
*Level-Up Cheat*
At any time during gameplay, hold **Left Trigger + Right Trigger + A + B + X + Y** and press the **White** button. This cheat automatically levels your character up to level 10, gives you 45 Feat points and gives your character 500,000 gold. Be careful when your character passes level 10, since the code will reset all of your character's stats back to level 10.

### BATTLE ENGINE AQUILA
*Cheat Codes*
At the main menu, select "New Game," then enter any of the following codes at the "Choose Game Name" screen:
IEVAH!—Unlock all levels
B4K42—Unlock "God Mode" menu (choose "Options" from the Paused menu to find it)
105770Y2—Unlock all 230 Goodies

### BATTLESTAR GALACTICA
*Cheat Code*
Choose "Options" from the main menu, then select "Extras" and press **Up, Down, Down, Left, Left, Left, Left, Right, Right, Left, Left, Up, Up, Left, Left, Down, Left, Right** at the Extras menu. All of the Extras will be unlocked except the movies. This code also adds a new "Cheat Menu" option to the Options menu; use it to toggle invincibility, max out your missiles or set up wingmen options.
*Ultimate Wingmen*
Choose "Options" from the main menu, then select "Extras" and press **Down, Down, Left, Down, Down, Up, Right, Right** at the Extras menu. Apollo and Starbuck will be assigned as your wingmen, even if you're starting a new game.

### BLADE II
*Main Menu Codes*
Enter any of the following codes at the main menu.
Unlock missions—Hold **Left Trigger** and press **Down, Up, Left, Left, B, Right, Down, X**
Unlock weapons—Hold **Left Trigger** and press **X, B, Down, Left, B, B, Y**
Unlock "Daywalker" difficulty—Hold **Left Trigger** and press **Left, B, Up, Down, X, B, A**
*In-Game Codes*
At any time during gameplay, press **START** to pause, then enter any of the following codes:
Infinite health—Hold **Left Trigger** and press **Y, X, Y, X, Y, B, Y, B**
Rage always—Hold **Left Trigger** and press **Left, Down, Left, Down, Right, Up, Right, Up**
Infinite ammo—Hold **Left Trigger** and press **Left, B, Right, X, Up, Y, Down, A**

### BLOOD WAKE
*Secret Codes*
Enter the following codes at the title screen. After entering a correct code, you'll hear a special sound effect.
Invincibility—**Left Thumbstick, Right Thumbstick, Down, Left, Down, Left, B, Y, START**
Infinite ammo—**Black, White, Left Trigger, Right Trigger, Right Thumbstick, Right Thumbstick, Y, X, START**
Infinite Turbo—**Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**
Unlock all boats in Battle Mode—**Up, Down, Left, Right, Left Trigger, B, X, X, Right Thumbstick, START**
Unlock all arenas in Battle Mode—**X, Y, Up, Right, Left, Down, Up, Down, Left Trigger, Left Trigger, START**
Unlock all games in Battle Mode—**Y, A, X, B, Left Thumbstick, Right Thumbstick, Black, White, Right Trigger, Right Trigger, START**

### BUFFY THE VAMPIRE SLAYER
*Cheat Codes*
Choose "Extras" from the main menu and enter any of the following codes at the Extras menu:
Infinite slayer power—**Y, Y, Y, Black, Black, Black, Y, White, Black, Black, White, Y**
No damage from enemies' punches or kicks—**Y, White, Black, Black, White, Y, Black, Black, Black, Y, Y**
Unlock "Arena Mode" stages 1-4—**Y, Y, White, Black, Black, Y, Y, Y, Y, White, Black**
Play as dark slayer in Arena Mode—**Black, White, Y, Y, Black, Black, White, Black, Black, Black, Black, White, Black, Black, White, Black, Black, Black, Black, White, White**

### CHASE: HOLLYWOOD STUNT DRIVER
*Unlock All Scenes*
First, start a new game. At the name entry screen, enter "ACTION STAR" as your name. You'll instantly have access to all scenes in the game.

### CRASH BANDICOOT: THE WRATH OF CORTEX
*Cheat Code*
Choose "New Game" from the main menu. When the name entry screen appears, enter your name as "WOMBAT" to start with all of the levels unlocked and a 106% completion rating.

### CRIMSON SKIES: HIGH ROAD TO REVENGE
*Cheat Codes*
Enter the following codes at any time during gameplay:
Invincibility—**Y, A, X, B, Black**
Unlock all planes in hangar—**Y, X, B, Y, Black**
$5,000—**A, Y, A, Y, Black**
Increase damage per shot to 1,000—**B, X, A, B, Black**
Increase Difficulty—**X, B, A, X, Black**

### DAVE MIRRA FREESTYLE BMX 2
*Secret Codes*
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.
Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, X**
Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, X**
Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, X**
Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, X**

### DEATHROW
*Secret Codes*
At the main menu, select "Options," then move the cursor to Player 4's name. Change it to any of the following names to obtain the corresponding effects:
MDRERDDM—Unlock all arenas
ALL150—Unlock all players and teams
NO FEAR—Unlock "Difficulty Extreme" extra
CDNFUSED—Unlock "Multi Disc" extra

### DRAGON'S LAIR 3D
*Secret Rewards Menu*
At the main menu, hold the **Right Trigger** and press **Left Thumbstick, Right Thumbstick, Left Thumbstick, Right Thumbstick, White, Black, White, Black**. Next, move the cursor to "Start Game" and press A. If you entered the code correctly, a "Rewards" menu will immediately appear. Selecting any item will start you off in the beginning of the game with the corresponding effect, so you may not activate more than one at a time.

### DYNASTY WARRIORS 3
*Secret Codes*
Enter any of the following codes at the main menu:
Unlock all Shu characters—**White, Black, X, Y, White, Right Trigger, Left Trigger, Black**
Unlock "Opening" item in Options—**X, Black, Y, White, L, R, White, White**
Unlock all Sound Test BGMs—**Left Trigger, White, Y, Right Trigger, White, Black, X, Y**

### ENCLAVE
*Unlock Dark Campaign*
At the main menu, select "New Game," then progress through the screens normally. When the campaign selection screen appears, press **X, Y, Y, X, X, Y, X, Y**. The Dark Campaign item will immediately become unlocked after you enter the code correctly.

### ENTER THE MATRIX
*Cheat Codes*
Select "Hacking" from the main menu. (You must have a previously saved game on your memory card to access the Hacking option.) At the "A:\>" prompt, enter "CHEAT.EXE" and hit the "Return" button; a message will confirm that you are in cheat mode. To enter each of the following codes, you must input "CHEAT" and a space, then the cheat code (e.g. "CHEAT 0034AFFF") followed by a Return, or you can simply select "CHEAT" from the Command List menu, then enter the code and hit Return. A message will appear to confirm each time you enter a code correctly:
00340AFFF—All weapons unlocked
1DDF2556—Infinite ammo
69E5D9E4—Infinite Focus
7F4DF451—Infinite health
13D2C77F—Unlock Bonus Test Level
FFFFFFF1—Invisibility (enemies can't see you)
DSCSSD1E—Multiplayer Fighting
7B67F443—Faster Logos Flight Speed

### ESPN NBA BASKETBALL
*Unlock All 24/7 Items*
Create a new player in 24/7 mode, change his first name to "HUNT" and change his last name to "4TREASURE" (be sure to use all capital letters). When you check the "Items" menu, you'll find every item unlocked.

### ESPN NHL HOCKEY
*Unlock Cheat Menu*
Select "Game Modes" from the main menu, then press **B, B, L, Left, Left, Down, Y, R, Y, L, Up, Right, Y, Down, Left, Left, Y, R, Down, Up**. A new "Cheat Menu" option will appear at the bottom of the screen.

### FINDING NEMO
*Level Select*
At the main menu, press **Y, Y, Y, X, X, B, X, Y, B, X, Y, X, Y, X, Y, B, Y, Y**. The word "Cheat" will appear on the screen to confirm. A new "Cheat" option will appear if you pause the game between levels; select "Open Levels" and turn it "on" to unlock all of the levels.

### FULL SPECTRUM WARRIOR
*Cheat Codes*
Select "Extra Content" from the main menu, then select "Cheat Codes" and enter any of the following codes. Note: You may need to complete the MDUT Course before you can see the effects of some of the codes.
MERCENARIES—Unlimited ammunition
SWEDISHARMY—Realistic damage
NICKWEST—Big head
HA2P1PY9TUR5TLE—Unlock official U.S. Army training mode

### FUTURE TACTICS: THE UPRISING
*Cheat Codes*
Enter any of the following codes at the title screen; you'll hear a confirmation sound each time you enter a code correctly. The codes can also be entered at the main menu or at almost any time during gameplay.
Unlimited turns and movement—**Up, Up, Down, Down, Left, Right, Left, Left, Right Trigger, Left Trigger**
Big heads—**Up, Left, Down, Left, Down, Up, Up, Left**
Low gravity—**Up, Up, Up, Up, Up, Up, Down, Right, Up**
Disco mode—**Left Trigger, Left, Left Trigger, Left, Right Trigger, Right, Right Trigger, Right**

### GODZILLA: DESTROY ALL MONSTERS MELEE
*Cheat Codes*
At the main menu, carefully enter the following code in the exact order described: **Hold Left Trigger, then B, then Right Trigger, then release B, release Right Trigger, then release Left Trigger.** The "Cheat Code" screen will appear; now you can enter any of the following codes:
863768—Unlock all cities and monsters
569428—Invincibility
154974—Smaller monsters
962129—Gallery items
659672—Player 1 Invisibility
451129—Indestructible buildings
248165—Throw any building or object (press **X + A** when close to a highlighted building or object)
339223—Ending credits
097401—Display game version number at Option menu

### GRAND THEFT AUTO III
*Secret Codes*
Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the Xbox in order to restore the game to normal. **Do not save your game after entering codes;** if you do, the codes may be permanently activated in your save file. It's a good idea to

keep a copy of your save file on a memory card; this way, you'll have a backup in case anything happens to the *GTA III* save on your Xbox hard drive.
100 Health—Black, Black, Left Trigger, Right Trigger, Left, Down, Right, Up, Left, Down, Right, Up
100 Armor—Black, Black, Left Trigger, White, Left, Down, Right, Up, Left, Down, Right, Up
All weapons—Black, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up
$250,000—Black, Black, Left Trigger, Left Trigger, Left, Down, Right, Up, Left, Down, Right, Up
"Wanted" level 0—Black, Black, Left Trigger, Black, Up, Down, Up, Down, Up, Down
"Wanted" level +2—Black, Black, Left Trigger, Black, Left, Right, Left, Right, Left, Right
Fast game clock—B, B, B, X, X, X, X, X, Left Trigger, Y, B, Y
Slower game speed—Y, Up, Right, Down, X, Left Trigger, White (enter this code repeatedly to increase its effect)
Faster game speed—Y, Up, Right, Down, X, Left Trigger, White (enter this code repeatedly to increase its effect)
Rhino tank appearances—B, B, B, B, B, B, Right Trigger, White, Left Trigger, Y, B, Y

### GRAND THEFT AUTO: VICE CITY

*Secret Cheat Codes*
Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. Note: Most of the codes cannot be deactivated once you've turned them on; you must reset the Xbox in order to restore the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently activated in your save file. It's a good idea to keep a copy of your save file on a memory card; this way, you'll have a backup in case anything happens to the *GTA: Vice City* save on your Xbox hard drive. Note: Some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the immediate vicinity; you'll see the effects when new vehicles or pedestrians appear. The codes that cause vehicles to appear may not work if you're too far from a street or other area where vehicles are allowed to drive.
100 Health—Right Trigger, Black, Left Trigger, B, Left, Down, Right, Up, Left, Down, Right, Up
100 Armor—Right Trigger, Black, Left Trigger, A, Left, Down, Right, Up, Left, Down, Right, Up
All normal weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up
All medium weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Left
All powerful weapons—Right Trigger, Black, Left Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Down
"Wanted" level +2—Right Trigger, Right Trigger, B, Black, Left, Right, Left, Right, Left, Right
"Wanted" level 0—Right Trigger, Right Trigger, B, Black, Up, Down, Up, Down, Up, Down
Suicide—Right, White, Down, Right Trigger, Left, Left, Right Trigger, Left Trigger, White, Left Trigger
Fast game clock—B, B, Left Trigger, X, Left Trigger, X, X, X, Left Trigger, Y, B, Y
Slower game speed—Y, Up, Right, Down, X, Black, Right Trigger (enter this code repeatedly to increase its effect)
Faster game speed—Y, Up, Right, Down, White, Left Trigger, X (enter this code repeatedly to increase its effect)
Pedestrians have weapons—Black, Right Trigger, A, Y, A, Y, Up, Down
Pedestrians riot—Down, Left, Up, Left, A, Black, Right Trigger, White, Left Trigger
Pedestrians attack you—Down, Up, Up, Up, A, Black, Right Trigger, White, White
Display pursuit data—B, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, Right, A (If you are being pursued by the police, your current and maximum "chase" level will be displayed beneath your "Wanted" level along with updates about any news coverage you receive)
Certain women follow you—B, A, Left Trigger, Left Trigger, Black, A, A, B, Y (Note: As your stats increase and you earn more money and better clothes, you will attract a wider variety of women)
Nearest pedestrian gets in your vehicle—B, Right, Up, Left Trigger, X, Right Trigger (Note: This code will only register if you're in a vehicle and there is a pedestrian close by)
Gangsters at the properties you own are women in bikinis with guns—Right, Left Trigger, B, White, Left, A, Right Trigger, Left Trigger, Left Trigger, A
All cars explode—Black, White, Right Trigger, Left Trigger, White, Black, X, Y, B, Y, White, Left Trigger
More aggressive drivers—Black, B, Right Trigger, White, Left, Right Trigger, Left Trigger, Black, White
All traffic lights remain green—Right, Right Trigger, Up, White, White, Left, Right Trigger, Left Trigger, Right Trigger, Right Trigger
Invisible vehicles—Y, Left Trigger, Y, Black, X, Left Trigger, Left Trigger
Increase tire size for certain sports cars—Right Trigger, A, Y, Right, Black, X, Up, Down, X (Note: This code can be entered repeatedly to increase its effects, but it will not register again unless you reload a saved game or completely restart a new game)
All randomly-colored vehicles are black—B, White, Up, Right Trigger, Left, A, Right Trigger, Left Trigger, Left, B
All randomly-colored vehicles are pink—B, Left Trigger, Down, White, Left, A, Right Trigger, Left Trigger, Right, B
Cars can fly for short distances—Right, Black, B, Right Trigger, White, Down, Left Trigger, Right Trigger
Better vehicle handling—Y, Right Trigger, Right Trigger, Left, Right Trigger, Left Trigger, Black, Left Trigger (With this code in place, press the Left Thumbstick to make your vehicle jump)
Cars can drive over water—Right, Black, B, Right Trigger, White, X, Right Trigger, Black
Play as Candy Suxxx—B, Black, Down, Right Trigger, Left, Right, Right Trigger, Left Trigger, A, White
Rhino tank appears—B, B, Left Trigger, B, B, B, Left Trigger, White, Right Trigger, Y, B, Y

### GUNMETAL

*Unlock All Missions & Weapons*
At the "Select Mission" screen, quickly press Left Thumbstick, Black, Right Trigger, Right Thumbstick, White, Left Trigger. All missions will immediately become available on this screen. When you reach the "Armory" screen, all weapons will also be available.

### THE HAUNTED MANSION

*Cheat Codes*
Enter the following codes at any time during gameplay (not while paused):
Invincibility—Hold Right on the D-pad and press X, B, B, B, X, B, Y, A
Weapon Upgrade—Hold Right on the D-pad and press X, X, Y, Y, B, B, B, A
Unlock "Level Select" option at the pause menu—Hold Right on the D-pad and press B, B, X, Y, Y, X, B, A
*Skeleton Zeke*
At the copyright screen that appears while the game is loading, press A + B + Y + X and hold them down until the copyright screen has disappeared. When you start a game, Zeke will be a skeleton.
*Invisible Zeke*
At the copyright screen that appears while the game is loading, press Left Trigger + Right Trigger + X + A and hold them down until the copyright screen has disappeared. When you start a game, Zeke will be invisible.

### HITMAN: CONTRACTS

*Mission Select*
At the main menu, press X, Y, B, Left, Up, Right, L, R to access a special screen that lets you choose any mission in the game.
*Complete Current Mission*
At any time during the game (not while paused), press R, L, Up, Down, A, Left Thumbstick, B, A, B, A to complete the current mission with a Silent Assassin rating.

### JURASSIC PARK: OPERATION GENESIS

*Secret Codes*
Enter the following codes during gameplay with nothing selected and no menus open:
A twister is coming!—Left, Up, Right, Down, Left Trigger, Right Trigger
Increase park budget by $250,000—Left Trigger, Right, Right, Left Trigger, Right Trigger, Down
All research completed—Down, Down, Down, Left, Right, Left Trigger, Down, Up
All dinosaurs in your park are given 100% DNA—Right Trigger, Up, Right Trigger, Right, Left Trigger, Down
Visitor fatalities cost you nothing—Right Trigger, Left, Down, Down, Down, Down
All visitors in your park get 100% satisfaction—Right Trigger, Down, Left Trigger, Up, Up, Up
Fossil market event occurs—Down, Left Trigger, Right Trigger, Down
Unlock all fossil hunt regions—Left, Down, Right, Up, Left Trigger, Right Trigger, Left Trigger, Right Trigger
Unlock Missions—Right Trigger, Right, Right, Right, Right, Right Trigger
All fences upgraded to high security fences—Left Trigger, Left, Left, Right Trigger, Right Trigger, Right
Your park is free from disease—Up, Up, Right Trigger, Left Trigger, Up, Up
No dinosaurs become stressed—Left Trigger, Left, Up, Left, Up, Left, Left Trigger

### KELLY SLATER'S PRO SURFER

*Secret Codes*
From the main menu, select "Extras," then select "Cheats." Next, enter any of the following codes at the next screen:
7 1 4 5 5 8 0 2—Mega cheat
6 1 9 5 5 5 4 1 4 1—All boards
3 2 8 5 5 5 4 4 9 7—All levels
9 4 9 5 5 5 6 7 9 9—All surfers
7 0 2 5 5 5 2 9 1 8—All suits
6 2 6 5 5 5 6 0 4 3—All tricks
2 1 2 5 5 5 1 7 7 6—Max stats
2 1 3 5 5 5 5 7 2 1—Perfect balance
2 1 7 5 5 5 0 2 1 7—High jumps
B 7 7 5 5 5 3 B 2 5—1st-person view
B 1 8 5 5 5 1 4 4 7—Trippy graphics

### LEGENDS OF WRESTLING

*Unlock All Wrestlers*
At the main menu, quickly press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X. A message will appear to confirm the code.

### LINKS 2004

*Unlock All Courses*
At the main menu, press Left Trigger + Right Trigger + X + Y simultaneously. You'll hear a sound to confirm that all of the courses have been unlocked.
*Cheat Code*
Select "My Player" from the main menu and create a character with the name "SafariTK" to unlock all Skill Points, Challenges and Career Mode tours. Note: This player profile will not work with Xbox Live; it can only be used while playing offline.

### THE LORD OF THE RINGS THE FELLOWSHIP OF THE RING

*Secret Codes*
At any time during gameplay, quickly enter any of the following codes. A message will appear on the screen upon entering a correct code.
Y, A, X, B, A, Y—Infinite health
X, B, Y, A, X, B—Infinite ammunition
Y, B, A, B, Y, X—Infinite Ring use

### THE LORD OF THE RINGS THE RETURN OF THE KING

*Increase Experience*
At any time during the game, press START to pause, then enter the code listed below for the character you're playing to increase that character's experience by 1,000 points:
Aragorn—Hold Left Trigger + Right Trigger, press Up, X, Y, A
Frodo—Hold Left Trigger + Right Trigger, press Down, Y, Up, Down
Gandalf—Hold Left Trigger + Right Trigger, press B, Y, Up, Down
Gimli—Hold Left Trigger + Right Trigger, press B, B, Y, A
Legolas—Hold Left Trigger + Right Trigger, press A, Y, Up, A
Sam—Hold Left Trigger + Right Trigger, press Y, A, Down, A

### THE LORD OF THE RINGS: THE TWO TOWERS

*Secret Codes*
At any time during the game, press the START button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands.
Restore health—Hold Left Trigger + Right Trigger and press Y, Down, A, Up
Restore missiles—Hold Left Trigger + Right Trigger and press A, Down, Y, Up
All Level 2 upgrades—Hold Left Trigger + Right Trigger and press B, Right, B, Right
All Level 4 upgrades—Hold Left Trigger + Right Trigger and press Y, Up, Y, Up
All Level 6 upgrades—Hold Left Trigger + Right Trigger and press X, Left, X, Left
All Level 8 upgrades—Hold Left Trigger + Right Trigger and press A, A, Down, Down
1,000 upgrade points—Hold Left Trigger + Right Trigger and press A, Down, Down, Down
The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the game's map screen. You must first beat the Helm's Deep: Hornburg Courtyard stage and reach Level 10 with any character; this will unlock the Secret Mission for that character. After beating the Secret Mission, the Secret Mission: Play as Secret Character option will be unlocked. Once you've beaten the Secret Mission while playing as the secret character, the Secret Codes option will be unlocked and you'll be able to use the following cheats:
Always devastating—Hold Left Trigger + Right Trigger and press X, B, B
Small enemies—Hold Left Trigger + Right Trigger and press Y, Y, A, A
Slow motion—Hold Left Trigger + Right Trigger and press Y, B, A, X
Infinite missiles—Hold Left Trigger + Right Trigger and press X, B, A, Y
All upgrades—Hold Left Trigger + Right Trigger and press B, A, Y, B
Invulnerable—Hold Left Trigger + Right Trigger and press Y, X, A, B

### MACE GRIFFIN: BOUNTY HUNTER

*Cheat Codes*
At any time during gameplay, equip the Electro-Cosh weapon, then enter any of the following codes. You must enter the codes quickly or they may not register. A message will appear in the corner of the screen to confirm each code:
Invincibility—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, Y
Unlimited ammunition—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, X, X
Double damage—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, Y
One-hit kills—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, A, A
Auto focus—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, A
Big head—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, B, B
Floating camera—Left Trigger, Right Trigger, Left Trigger, Right Trigger, A, B, B, A, Y, X (Note: After entering this code, you will be unable to enter any of the above codes and you will need to restart your mission in order to proceed)

### MAXIMUM CHASE

*Codes*
Choose "Option" from the main menu, then select "Cheat Code" and enter any of the following codes:
B 6 F C—Alternate color graphics
9 D E 5—Black & white graphics
A B D 7—High contrast black & white graphics

### MEDAL OF HONOR: RISING SUN

*Passwords*
Choose "Options" from the Single Player Campaign menu, then select "Passwords" and enter any of the following codes. Once a code is in place, you must then select "Bonus" from the Options menu and press A to toggle the corresponding cheat on or off.
C A R D I N A L—Achilles Head
B E T T A—Rubber Grenades
B O X F I S H—All Replay Items
W R A S S L E—Bullet Shield
B A N N E R—Immortality
P A R R O T—Invisible Soldiers
D O T T Y B A C K—Men With Hats
B A T F I S H—Silver Bullet
J A W F I S H—Unlimited Ammo
T U S K F I S H—Unlock all missions

### MIDTOWN MADNESS 3

*Unlock All Vehicles*
At the main menu, click the Left Thumbstick and continue to hold it in while you enter the following code: Left Trigger, Right Trigger, Left Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger, Right Trigger, Left Trigger, Left Trigger, Right Trigger, Right Trigger. If you've entered it correctly, all of the vehicles will be unlocked.

### MIKE TYSON HEAVYWEIGHT BOXING

*Secret Codes*
At the title screen—when the words "PRESS START BUTTON" appear—quickly enter any of the following codes. When you press the last button in any code, hold it down until a confirmation message appears on the screen.
Unlock all modes and boxers—X, B, Left Trigger, Right Trigger
Big head mode—X, B, Up, Down
Small head mode—X, B, Down, Up
Two-dimensional mode—Down, Up, B, X

### MTX MOTOTRAX

*Cheat Codes*
Choose "Options" at the main menu, then select "Cheats" and enter the following code:
B 6 6 5 7 4 5 7—Unlock Maggot rider, Slipknot 250cc bike and all movies

### MX UNLEASHED

*Cheat Codes*

Choose "Options" from the main menu, then select "Cheat Codes" and enter the following passwords for the desired cheats:

STUPERCROSS—Unlock Supercross tracks

ECONATION—Unlock National tracks

SWAPPIN—Unlock "Pro Physics" option at the setup menu before a race

OBTGOFAST—Expert AI (allows you to set the opponent difficulty above 100 at the setup menu before a race)

SQUIRRELDOG—Unlock 50cc Bikes

BIGDOGS—Unlock 500cc Bikes

CLAPPEDOUT—Complete career (unlocks all tracks, machines and bikes)

### NEED FOR SPEED UNDERGROUND

*Cheat Codes*

Enter any of the following codes at the main menu; you won't hear any confirmation sound when doing so. Note: The codes must be entered quickly or they may not work.

Unlock all Circuit tracks in Quick Race mode—**Down, Right Trigger, Right Trigger, Right Trigger, Black, Black, Black, X**

Unlock all Sprint tracks in Quick Race mode—**Up, Black, Black, Black, Right Trigger, Down, Down, Down**

Unlock all Drag tracks in Quick Race mode—**Right, X, Left, Right Trigger, X, Left Trigger, White, Black**

Unlock all Drift tracks in Quick Race mode—**Left, Left, Left, Left, Right, Black, Right Trigger, White**

### NINJA GAIDEN

*Blue Ninja Costume*

Hold **Left Trigger + Right Trigger** when selecting "New Game" from the main menu; this will allow Ryu to keep the blue ninja costume throughout the entire game.

*New Costume*

After you beat the game, hold down **Left Trigger** when selecting "New Game" from the main menu to use a new costume.

*Successive Play*

After you beat the game and save your progress, loading that saved game will start a new game in Successive Play mode, which allows you to keep the Golden Scarabs that you have collected the first time through and use them in the new game beginning from Chapter 1.

*Hidden Weapon*

After you beat the game, the Dark Dragon Blade secret weapon can be found in the Hayabusa Ninja Village storehouse in Chapter 13 during the second time you play through.

*Unlock Classic Ninja Gaiden Games*

To unlock the classic *Ninja Gaiden* game, collect 50 Golden Scarabs and trade them in at Muramasa's shop.

To unlock *Ninja Gaiden II: The Dark Sword of Chaos*, you must have the original *Ninja Gaiden* in your inventory. In Chapter 4 or later, shoot an arrow at the face of the Clock Tower from the platform above the door that leads to Pleasure Street and Han's Bar. A treasure chest containing *Ninja Gaiden II* will appear on the roof of the building that houses the Clock Tower.

To unlock *Ninja Gaiden III: The Ancient Ship of Doom*, you must have *Ninja Gaiden II* in your inventory. At the Peristyle Passage in the Aquaduct, the *Ninja Gaiden III* disc can be found on top of the pillar that previously held a Golden Scarab.

To play the classic *Ninja Gaiden* games after collecting any of the discs, access the arcade machine on the first floor of Han's Bar in Tairon with the appropriate *Ninja Gaiden* game disc in your inventory. When you finish the game with any of *Ninja Gaiden* discs in your inventory, a "Classic Ninja Gaiden" option will also be added to the main menu, allowing you to play the classic game(s) you've unlocked at any time.

*Classic Ninja Gaiden Passwords*

LXAYAX—*Ninja Gaiden* Act 1

AXXRYA—*Ninja Gaiden* Act 2

XYBKLX—*Ninja Gaiden* Act 3

BRABYY—*Ninja Gaiden* Act 4

XAYXLL—*Ninja Gaiden* Act 5

RYRLAX—*Ninja Gaiden* Act 6

AABXYR—*Ninja Gaiden II* Act 1

LYBABA—*Ninja Gaiden II* Act 2

ALXYYB—*Ninja Gaiden II* Act 4

RAABXL—*Ninja Gaiden II* Act 5

YLRAYR—*Ninja Gaiden II* Act 6

BBXYAL—*Ninja Gaiden II* Act 7

BYRLXA—*Ninja Gaiden III* Act 1

ARRYAL—*Ninja Gaiden III* Act 2

LBRYLY—*Ninja Gaiden III* Act 3

RRBAYX—*Ninja Gaiden III* Act 4

YABXRX—*Ninja Gaiden III* Act 5

BXXAXY—*Ninja Gaiden III* Act 6

XRXYYL—*Ninja Gaiden III* Act 7

### PIRATES OF THE CARIBBEAN

*Cheat Codes*

Enter the following codes at any time during gameplay. A message will appear on the screen to confirm each time a code has been entered correctly:

God Mode ON—A, Y, X, X, Y, Y, B, Y, X, A

100,000 Gold!—A, X, Y, B, Y, B, X, B, B, A

50 Skill Points—A, B, Y, X, Y, B, B, Y, B, A

Reputation Set to Neutral—A, X, Y, X, Y, B, B, Y, B, A

### PITFALL: THE LOST EXPEDITION

*Cheat Codes*

At the main screen, hold **Left Trigger + Right Trigger** and enter any of the following codes. Release the triggers after each code to see a confirmation message.

Infinite water in canteen (must acquire canteen first)—**Left, X, B, Down, X, A, X, B**

Faster attacks—**Left, Right, B, Up, B, Right, Left**

Play as Nicole—**Left, Up, Down, Up, B, Up, Up**

Play as old-school Pitfall Harry—**Y, Left, Down, X, B, Y, Y, Left**

Unlock *Pitfall!* at the New Game/Load Game menu—**B, B, Left, Right, B, X, A, Up, B**

Unlock *Pitfall II: Lost Caverns* at the New Game/Load Game menu—**Left, Right, Left, Right, Y, Y, Y**

### PRISONER OF WAR

*Secret Passwords*

Enter any of the following codes at the "Passwords" screen:

FARLEYMYDOG—Unlock everything in the Secrets menu

GERIENUS—Unlock all chapters

ALLTIMES—Be informed of all events in the day

### PROJECT GOTHAM RACING

*Cheat Code*

At the "load or create new" screen, select "create new driver." Next, select "driver name" and enter your name as "Nosliw." Note that only the first letter is capitalized. Now all of the cars, body paint styles, courses and stages are unlocked.

### PSI-OPS: THE MINDGATE CONSPIRACY

*Cheat Codes*

At the main menu, highlight "Extra Content" and press **Right Trigger** to access a cheat entry screen. Now you can enter any of the following cheat codes to unlock the corresponding feature:

537893—All Powers Cheat

456456—Super Psi Cheat

548971—Bullet Resistant Cheat

978945—Unlimited Ammo Cheat

987978—No Head Cheat

051209 2—"Floor of Death" Extra Mission

766357 66—"Panic Room" Extra Mission

020615—"Up and Over" Extra Mission

945678—"Stoplights" Extra Mission

944262 3—"Gauntlet" Extra Mission

154897—"Bottomless Pit" Extra Mission

090702—"TK Alley" Extra Mission

154684—"Gearshift" Extra Mission

428584—"Tip the Idol" Extra Mission

565485—"Psi Pool" Extra Mission

659785—"Aura Pool" Extra Mission

568789—"Bouncy, Bouncy" Extra Mission

456878—"Gnomotron" Extra Mission

773420 6—"Survival" Extra Mission

564689—Nick Scryer (Training) Skin

484646—Nick Scryer (Urban) Skin

975466—Nick Scryer (Wasteland) Skin

456498—Nick Scryer (Stealth) Skin

135489—Sara Blake Skin

467899—Sara Blake (Psi) Skin

678999—Tonya Skin

231644—Sara Blake (Suicide) Skin

489788—Marlena Kessler Skin

136876—Marlena Kessler (Leather) Skin

135454—Marlena Kessler (Bikini) Skin

654968 73—Marlena Kessler (Savanae) Skin

459797—The General (Default) Skin

431644—The General (Clown) Skin

497878—Edgar Barret Skin

196001—Edgar Barret ("70s Style) Skin

196002—Edgar Barret (Training 2) Skin

196003—Edgar Barret (Training 3) Skin

196004—Edgar Barret (Training 4) Skin

196005—Edgar Barret (Training 5) Skin

196006—Edgar Barret (Training 6) Skin

468987—Jov Leonov Skin

231324—Wei Lu Skin

978789—Wei Lu (Dragon) Skin

654654—Wei Lu (Tranquility) Skin

321646—MP1 Skin

698799—MP2 Skin

654659—MP3 Skin

698798—Jack Skin

365498—UN Soldier Skin

454566—Crispy Soldier Skin

998789—Labcoat Skin

364654—Dockworker Skin

978798—Dr. Kimiko Jones Skin

545546—Scorpion Skin

465486—Dark Mode

070419 79—Cooperative Play Mode

050519 79—Arcade Mode

### QUANTUM REDSHIFT

*Secret Cheats*

At the "Select Profile" screen, choose "Create New Profile," then enter "CHEAT" as your profile name. New menu items called "Easter Eggs" and "Cheats" will appear within the "Options" menu. Now you can enter the following codes at the "Enter Cheat Code" screen from within the Cheat menu. Note that each code is case-sensitive.

FishFace—Infinite Turbo

ThinkBat—Infinite Shield

RICEitup—Fully upgrade all characters

Nemato de—Unlock all characters

headSLAP—Unlock all circuits

zoomZOOM—Unlock all speeds

CHOCchoc—Unlock all easter eggs

### RALLISPORT CHALLENGE

*Secret Codes*

At the main menu, select "Start Game," then select "Create new profile." Next, enter any of the following codes as your profile name. You won't receive any special confirmation, but you will see the corresponding items unlocked as you progress through the menus.

WheelToWheel—Unlock Expert level events and cars

TheGoodStuff—Unlock Classic level events and cars

Geronimo—Unlock Unlimited level cars and downhill events

TheLongHaul—Unlock Unlimited level cars and endurance events

*Extra Cars*

Choose "Options" from the game menu, then select "Credits" and enter any of the following codes while the credits are rolling:

Unlock Citizen Xsara—**Left, Left, A, Right, Right**

Unlock Ford RS200—**Right, Left, A, Down, Down**

Unlock Nissan Micra—**Left, Up, Left, A**

Unlock Renault 5—**Down, Right, A, A, Right**

Unlock Saab Viggen—**Up, Down, Down, Right, A**

### RED FACTION II

*Unlock Everything*

Choose "Extras" from the main menu and access the "Cheats" option. Press **White, White, X, Y, Black, Y, Black** to unlock everything. After entering this code, you will then have the option of turning each specific cheat on or off.

### REIGN OF FIRE

*Skip Level*

At any time during gameplay, press **START** to pause, then press **X, Black, Y, Black, X, White, Y, START**. You'll automatically skip to the next level.

*Invincibility*

At any time during gameplay, press **START** to pause, then press **White, X, Y, Black, X, Y, Black**. You won't see or hear any special confirmation, but the effects will take place immediately after you return to the game.

### SCOOBY-DOO! NIGHT OF 100 FRIGHTS

*Cheat Codes*

At any time during the game, press the **START** button to pause, then enter any of the following codes. The codes must be entered quickly or they may not work.

All Power-ups—Hold **Left Trigger + Right Trigger** and press **B, X, B, X, B, X, X, X, B, B, X, B, B, B**

Unlock Cinematics in Credits—Hold **Left Trigger + Right Trigger** and press **X, B, B, X, B, X**

Unlock All Warp Gates—Hold **Left Trigger + Right Trigger** and press **X, X, B, X, X, B, X, B, B, B**

Unlock Monster Gallery Movies—Hold **Left Trigger + Right Trigger** and press **X, X, X, B, B, B, X, B, X**

### SEABLADE

*Cheat Codes*

Press **START** to pause the game at any time during gameplay, then enter any of the following codes at the pause screen:

Invincibility—**Right Trigger, Y, Left Trigger, X, X, Right Trigger** (your health meter will deplete, but you won't die when it runs out)

Unlock all missions—**X, Y, Left Trigger, X, Right Trigger, Right Trigger** (after entering this code, exit the game, then continue your Single Player game, highlight "Launch Mission" and move the cursor to the right to reveal Missions 1-39)

### SECRET WEAPONS OVER NORMANDY

*Cheat List*

Enter the following codes at the main menu, where the words "New Game" and "Continue" appear.

Invincibility—**Up, Down, Left, Right, Left, Left, Right, Right, Left Trigger, Left Trigger, Right Trigger, Right Trigger, White, Black**

Unlimited ammunition—**Up, Right, Down, Left, Up, Right, Down, Left, Left Trigger, Right Trigger**

Big head—**Right, Up, Left, Down, Right, Up, Left, Down, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger**

Unlock all Instant Action environments—**Left, Right, Up, Down, Left, Right, Left Trigger, Right Trigger, Left Trigger, Right Trigger**

Unlock all missions, planes, Instant Action environments and Gallery movies—**Y, Y, Y, X, X, X, Left Trigger, Right Trigger, Black, Black, White, White** (Note: You must select "Continue" after entering this code or the effects will be canceled)

### SHADOW OPS: RED MERCURY

*Cheat Codes*

Choose "Options" from the main menu, then select "Cheats" and enter the following codes:

PACKMULE—Infinite ammo

HAPPYCAMPER—Unlock all single-player maps

WANDERLUST—Unlock all co-op play maps

FILMCRITIC—Unlock all cinematics

### SHREK 2

*Cheat Codes*

At any time during gameplay, press **START** to pause and select the "Scrapbook" option from the Pause menu. Enter any of the following codes at the Scrapbook screen; you'll hear a message each time you enter a code correctly.

Unlock all levels—**Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, Up, Up, Up, Up**

Unlock all bonuses—**Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, Y, Y, A, Y, A**

Earn 1,000 gold coins—**Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, A, A, A, A, A**

Refill health meters—**Left, Up, X, A, Left, Up, X, A, Left, Up, X, A, Up, Right, Down, Left, Up**

### THE SIMPSONS: HIT & RUN

*Cheat Codes*

Choose "Options" from the main menu, then hold the **Left Trigger** and **Right Trigger** at the options menu and enter any of the following codes. A beeping horn will confirm correct code entry. You can also enter these codes during a game by selecting "Options" from the pause menu, but you won't hear a confirmation sound:

Invincibility—**Y, A, Y, A**

Unlimited top speed—**X, X, X, X**

Fast acceleration—**Y, Y, Y, Y**

Press horn to make vehicle Jump—**X, X, X, Y**

Destroy vehicles with one hit—**Y, Y, X, X**

Enable speedometer—**Y, Y, B, X**

Replace secret vehicle in each mission with Red Brick Car—**B, B, Y, X**

Play Kang & Kodos dialogue during credits—**A, X, X, Y** (choose "View Credits" from the Options menu)

Show graphic wireframes—**B, A, B, Y**

Extra camera angles—**B, B, B, A**

With the "extra camera angles" code in place, choose "Settings" from the in-game Options menu; two additional camera settings will be available while you're on foot, with six new camera settings while you're in a vehicle. If you choose the "Debug Camera," you can use Controller 2 to set the camera anywhere you wish. The **Left Trigger** makes the camera, but if you click the **Left Thumbstick** by pushing it into the controller, you can also use it to move the camera's position.

### SPIDER-MAN

*Secret Codes*

From the main menu, select "Specials," then select "Cheats" and enter any of the following codes. You'll hear the Green Goblin laugh each time you enter a correct code.

KOALA—All "Combat Controls" enabled

IMIARMAS—Unlock all stages in "Level Warp"

HEADEXPLOOY—Unlock "Pinhead Bowling" in Training menu

ARACHNID—Unlock all of the above + all "Gallery" items

HERMANSCHULTZ—Play as Shocker

SERUM—Play as a scientist

KNUCKLES—Play as Thug 1

STICKYRICE—Play as Thug 2

THUGSRUS—Play as Thug 3
FREAKOUT—Play as Thug 4
CAPTAINSTACEY—Play as a helicopter pilot
REALHERO—Play as a security guard
ORGANICWEBBING—Unlimited web fluid
CHILLOUT—Glider never overheats (when playing as Green Goblin)
ROMITAS—Unlock "Next Level" option at the Paused menu
DODGETHIS—"Matrix" mode
SPIDERBYTE—Tiny Spidey
GOESTOYOURHEAD—Big head + feet
JOELSPEANUTS—Enemies have big heads + feet
UNDERTHEMASK—First-person view

### SPLASHDOWN

*Cheats Menu*

Choose "Options" from the main menu, then hold **Right Trigger** and press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, X, B**. You will automatically enter a "Cheats" menu where you can enter any of the following codes:
AllChar—Unlock all characters
Passpar—Unlock all courses
Festival—Unlock all videos
LaPinata—Unlock all characters and wetsuits
AllOutAI—Tougher opponents
Hobbie—Wobber opponents
PMeterGo—Maximum Performance Meter
IBelieve—Time trial ghost is a UFO
F19—Time trial ghost is an F-18 Jet

### SPONGEBOB SQUAREPANTS BATTLE FOR BIKINI BOTTOM

*Cheat Codes*

At any time during the game, press the **START** button to pause, then hold left **Trigger** + **Right Trigger** and enter any of the following codes. Note: The codes must be entered quickly or they won't register. You'll hear a sound to confirm each time you enter a code correctly:
Restore health—**X, X, X, X, Y, X, Y, Y, Y, Y**
1,000 Shiny Objects—**Y, X, X, Y, Y, X, X, Y**
10 Spatulas—**X, Y, Y, X, X, Y, Y, X**
Bubble Bowl power up—**X, Y, X, Y, X, X, Y, Y**
Cruise Bubble Bowl power up—**Y, X, Y, X, Y, Y, X, X**
Cruise control for Cruise Bubble—**X, X, X, X, Y, Y, X, Y, X, Y, Y**
Unlock all monsters in Monster Gallery (in Police Station)—**X, Y, X, Y, Y, X, Y, X**
Unlock Art Gallery (in Theatre)—**Y, X, Y, X, X, Y, X, Y**

### STAR WARS JEDI KNIGHT: JEDI ACADEMY

*Cheat Codes*

Enter any of the following codes at any time during gameplay; you'll hear a confirmation sound each time you enter a code correctly.
Invincibility—Hold **Right Thumbstick**, press **Down, Up, Left, Right, Down, Up** on the D-pad, release **Right Thumbstick**
All Force Powers—Hold **Right Thumbstick**, press **Left, Down, Right, Up, Down, Down** on the D-pad, release **Right Thumbstick**
Unlimited Force Powers—Hold **Right Thumbstick**, press **Up, Down, Up, Left, Up, Right** on the D-pad, release **Right Thumbstick**
Skip the current mission—Hold **Right Thumbstick**, press **Up, Down, Down, Left, Right** on the D-pad, release **Right Thumbstick**

### STAR WARS JEDI KNIGHT II: JEDI OUTCAST

*Secret Codes*

At the main menu, select "Extras," then select "Cheats" and enter any of the following codes. You'll hear a special sound effect upon entering a correct code.
BISCUIT—Infinite ammunition
BUBBLE—Infinite health
FUDGE—Start with lightsaber
PEEPS—Unlock all multiplayer characters
CHERRY—Unlock all levels up to Yavin Temple
FLICKY—Unlock all Movie Viewer items

### STAR WARS: JEDI STARFIGHTER

*Cheat Codes*

Select "Code" from the Options menu and enter any of the following codes:
ARTOO—Invincible mode
LONGO—Unlock all story missions and bonus features
DARON—Director mode

### STAR WARS: OBI-WAN

*Unlock All Missions*

At the title screen, select "New Game" and enter your name as "GREYTHERAT." You'll begin playing at the bonus Battle Royale mission. To access any other mission in the game, press **START** to pause, then press **X** to go to the Select Mission screen.

### STAR WARS STARFIGHTER: SPECIAL EDITION

*Secret Codes*

Enter any of the following codes at the "Code Setup" screen from within the Options menu. A special message will appear after entering a correct code.
DIRECTOR—Director mode
HEROES—View heroes gallery
PLANETS—View planets gallery
SHIPS—View ships gallery
SIMON—View secret image
JARJAR—Jar Jar mode
EUROPA—Unlock everything
NOHUD—No on-screen interface elements during gameplay

### STAR WARS: THE CLONE WARS

*Cheat Codes*

Select "Bonuses" from the Options menu, then select "Codes" and enter any of the following cheats:
NOHONOR—Unlimited ammo
LETSDANCE—All multiplayer maps
ALITTLEHELP—Three bonus objectives
IGIVEUP—Skip all bonus menu items
GOTPOPCORN—All cutscenes
YOURMASTERS—Team photos

### STARSKY & HUTCH

*Cheat Code*

When creating a new profile, enter the name "VADKRAM" on your license plate to unlock all seasons and episodes in Story Mode as well as all Free Roam areas, TV Specials and Locker features.

### THE SUFFERING

*Cheat Codes*

At any time during gameplay, hold **Left Trigger** + **Right Trigger** + **X** and enter any of the following codes. You'll get a confirmation message each time a code has been entered correctly.
Crumpled family picture—**Up, Right, Up**
Crumpled and dirty family picture—**Left, Left, Down, Up**
Crumpled, dirty and blood-soaked family picture—**Left, Down, Left, Down, Left, Down, A**
Bloody Torque—**Up, Down, Left, Right**
Unlock Shrapnel Grenades—**Right, Right, Right, Left, Left, Left**
Unlock Molotov Cocktails—**Down, Down, Down, Up, Up, Up**
Unlock Shotgun—**Left, Left, Left, Down, Down, Down**
Unlock Flamethrower—**Up, Up, Up, Right, Right, Right**
Unlock all weapons and items except Flashlight and Gonzo Gun—**Down, Right, Up, Left, Down, A, Left, Left, Right, Right, A, Down, Up, Left, Right, A**
Unlock all of the above cheats—**Down, Up, Down, Left, Right, Left, A, Up, Left, Down, Right, Up, Right, Down, Left, A, Down, Down, Down, A, A**
Restore health—**Down, Down, Down, A, Up, Up, Down, Up, A**
Refill ammo for selected weapon—**Right, Right, Down, Up, Left, Right, Right, Left, A**
Refill ammo for selected throwing weapon—**Left, Left, Up, Down, Right, Left, Right, Right, A**
Unlock Flashlight—**Up, Left, Down, Right, Up, Right, Down, Left, A**
Unlock Gonzo Gun—**Left, A, A, A, Right, Left, Right, Left, Up, A, A, A, Down, Up, Down, Up, A**
Unlock all maps—**Left, Right, Down, Right, A, Left, Up, Left**
Unlock all documents—**Right, Left, Up, Left, A, Right, Down, Right**
Earn Xombium—**Right, Right, Up, Up, A, Left, Right, A, Right, Up, Right, A**
Clean family picture—**Up, Right, Up, Right, Up, Right, A**
Clean Torque—**Down, Up, Right, Left**
Black & white mode—**Up, A, Left, A, Down, A, Right, A**
HAL-9000 mode—**Left, Left, A, Right, Right, A, Up, Up, A, Down, Down, A**
Commit suicide—**Down, Down, Down, Down**

### TERMINATOR 3: RISE OF THE MACHINES

*Cheat Codes*

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:
YXBBAABX—Invincibility
XAYYYAXB—Unlimited ammunition
YBABAAYX—All weapons (present)
AAAXBXBB—All weapons (future)
XYYXBAAB—Unlock all levels
BBBAXYXY—Unlock all exclusive movies
BBBXBYBB—Unlock all in-game movies
ABABXBYB—Unlock all stills
BBBXBAYA—Unlimited continues
BBXXXBAY—T-X has 50% less HP in every fight
BYAA____—Terminator has 50% less HP in every fight
BXXXBAYA—T-X has 50% more HP in every fight
AYAY____—Terminator has 50% more HP in every fight
ABBBXYAB—Unlock *Missile Command* in Special Features menu
ABBBXYBA—Unlock *Centipede* in Special Features menu
ABBBXYBX—Show *T3* development team at loading screen

### TIGER WOODS PGA TOUR 2004

*Passwords*

Choose "Options" from the main menu, then select "Password" and enter any of the following codes:
THEKITCHENSINK—Unlock all golfers and courses
SHERWOOD TARGET—Unlock Target World Challenge at Game Modes menu
YJHk342B—Unlock all Nike sponsorship items for purchase
91treSTR—Unlock all Adidas sponsorship items for purchase
cgTR7Bqw—Unlock all Callaway Golf sponsorship items for purchase
CL4SetUB—Unlock all Cleveland Golf sponsorship items for purchase
FDGH597l—Unlock all Maxfli sponsorship items for purchase
kjmM3qv—Unlock all Odyssey Golf sponsorship items for purchase
R453DrTe—Unlock all PING sponsorship items for purchase
BRi3498Z—Unlock all Precept sponsorship items for purchase
cDsa2fgY—Unlock all TAG Heuer sponsorship items for purchase
TS345329—Unlock all TourStage sponsorship items for purchase

### TOM CLANCY'S SPLINTER CELL

*Level Select*

Enter ILAMAUDITEI at the name entry screen; you'll begin the game with all levels unlocked.

### TONY HAWK'S UNDERGROUND

*Cheat Codes*

Choose "Options" from the main menu, then select "Cheat Codes" and enter any of the following codes. After entering a code, start a game, then pause and select "Cheats" from the in-game Options menu to toggle the code on or off.
getitup—Moon gravity
keepitsteady—Perfect manual
letitslide—Perfect rail

### TOTALED

*Cheat Codes*

Enter any of the following codes during any in-game "Loading" screen. A special message will appear after entering each one correctly.
Unlock everything—**Up, Down, Left, Right, A**
Press **Y** to jump during gameplay—**Y, Left, Right, A**
Opponent cars don't drive—**Left, Left, A**
All opponents will try to hit you—**Down, Up, A**
Infinite Nitros—**Right, Left, A**
No Nitros—**Right, Left, Left, A**

### TOXIC GRIND

*Cheat Codes*

At the main menu, hold **Left Trigger** + **Right Trigger** and enter any of the following codes. You'll hear a special sound effect after entering each code correctly.
Unlock all levels—**Down, Up, Left, Left, Up, Right, Right, Right, Left Thumbstick**
Unlock all characters—**Left, Up, Down, Right, Up, Down, Up, Right, Left Thumbstick**
Unlock all bikes—**Down, Up, Right, Right, Right, Right, Right, Left Thumbstick**
Unlock all music—**Right, Right, Right, Right, Right, Right, Up, Down, Left Thumbstick**
Unlock all movies—**Right, Up, Down, Down, Up, Right, Down, Down, Left Thumbstick**

### TY THE TASMANIAN TIGER

*Secret Codes*

Enter any of the following codes at any time during gameplay. You'll hear a special guitar sound effect after entering a correct code.
All items are marked with vertical lines—**White, Black, White, Black, Y, Y, B, X, X, B, Right Trigger, Right Trigger**
Obtain Kaboomarang, Doomarang, Megarang, Zoomerang, Infrarang, Multirang and Chronorang—**White, Black, White, Black, Y, Y, Y, X, Y, X**
Obtain Frostyrang, Flamerang, Zappyrang and Aquarang—**White, Black, White, Black, Y, Y, X, X, Y, X**

### VAN HELSING

*Bonus Movies*

Enter any of the following codes at any time during gameplay (not while paused); you'll hear a confirmation sound each time you enter a code correctly. The unlocked movies can be viewed by choosing "Gallery" from the main menu.
Unlock Bonus Movie 1—**Up, Down, Up, Down, Left, Left, Right, Right, Left Trigger, Left Thumbstick, Right Thumbstick, Right Trigger**
Unlock Bonus Movie 2—**Up, Right, Down, Left, Up, Left, Down, Right, Up, Right Trigger, Black, Right Thumbstick**
Unlock Bonus Movie 3—**Left Trigger, White, Black, Right Trigger, Black, White, Left Trigger, Up, Up, Down, Down, Back**
Unlock Bonus Movie 4—**Back, Left Thumbstick, Right Thumbstick, Back, Right Thumbstick, Left Thumbstick, Back, Left, Left, Up, Right, Right**
Unlock Bonus Movie 5—**White, Black, Left Trigger, Right Trigger, Back, Back, Left Trigger, Left Trigger, Black, Black, Left Thumbstick, Right Thumbstick**
Unlock Bonus Movie 6—**Black, Right Trigger, Black, Right Trigger, Left Trigger, White, Left Trigger, White, Left, Right, Back, Back**
Unlock Bonus Movie 7—**Left Thumbstick, Left, Right Thumbstick, Right, White, Up, Black, Down, Left Trigger, Left, Right Trigger, Right**

### WAKEBOARDING UNLEASHED FEATURING SHAUN MURRAY

*Cheat Codes*

Enter any of the following codes quickly at the main menu. If you're not fast enough, they won't register:
Unlock secret characters—Rotate the right analog stick 1S times (clockwise or counterclockwise)
Unlock all levels—**X, X, X, X, B, B, B, Y, Y, Y, Y, X, B, Y**
Unlock each rider's 2nd and 3rd boards—**Up, Up, Left, Left, Right, Right, Down, Down, Up, Left, Right, Down, Up, Left, Right, Down**
Master code (unlock everything + perfect balance)—**Up, Down, Up, Down, Up, Down, Up, Down, Up, Down, Left, Right, Left, Right, Left, Right, Left, Right**

### WHACKED!

*Secret Cheats*

At the main menu, select "Gameshow Mode." Next, create a new profile using any of the following names to unlock the corresponding items:
AROUNDDAWORLD—Unlock all arenas, weapons, and Theater items
FOODFIGHT—Unlock all characters and Theater items

### WORLD RACING

*Unlock Everything*

Start a new game in Career mode, choose the "Name" option at the Create Profile menu and enter "ALLUCANGET" as your name. You'll start at status level 10 with all of the cars, missions and championships unlocked.

### X-MEN: NEXT DIMENSION

*Unlock Characters & Costumes*

At the main menu, hold the Left Trigger and press **Right, Right, Left, Left, Down, Up, B**. A special message will appear telling you that you have unlocked 10 characters and three new costume sets for 25 characters.

### X2: WOLVERINE'S REVENGE

*Cheat Codes*

Enter any of the following codes at the main menu:
Unlock "Cheats" option at the Paused menu—**X, X, Left Trigger, Left Trigger, Left Trigger, X, X, Left Trigger**
Level Select/Unlock Challenges—**X, Left Trigger, X, Left Trigger, X, Left Trigger, Left Trigger, Right Trigger**
Unlock all costumes—**X, Left Trigger, X, Left Trigger, X, X, Left Trigger, Right Trigger**
Unlock all Cerebro files and movies—**X, Left Trigger, X, Left Trigger, X, X, Right Trigger, Left Trigger**

### YU-GI-OH!: THE DAWN OF DESTINY

*Rare Cards*

At the main menu, select "New Game" and enter one of the following codes to obtain the rare monster card listed in each deck. After you have entered the code, select "Build Deck" to locate the rare card within your deck.
KONAMI—Cosmo Queen
HEARTOFCARDS—Tri-Horned Dragon
XBOX—Zera the Mant

# PlayStation tips

### AKUJI THE HEARTLESS

*Debug Menu*

Pause the game, then hold **L2** or **R2** and press **Left, Up, Up,** △ **, Right,** □**, Left,** △**, Up, Down, Right, Right.** This gives you access to the level select menu.

*Invincibility*

Pause the game, then hold **L2** or **R2** and press **Right, Right, Left,** △**,** ✕**, Up,** ○**, Left.**

*Unlimited Voodoo Spells*

After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left,** △**, Left, Left,** ○**, Left,** △**, Right,** ○**, Up, Up, Down**

### ALIEN: RESURRECTION

*Secret Codes*

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Options" menu.

Unlock "Cheat Menu" menu item—○**,** Left**,** Right**,** ○**, Up, R2**

Unlock "Research" menu item—□**, Up, Down,** ○**, Left, R1**

### ALIEN TRILOGY

*Level Skip*

Go to the password screen and enter the password "G0LVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "G0LVL34".) Highlight "Accept" and press the ✕ button; you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

### ATV RACERS

*Cheat Codes*

Choose "Options" from the main menu, then enter the following codes at the Options screen; Unlock all characters—**Left, Right, L1, R2, R1, L2,** □**,** ○

Unlock all cups and courses—**L1, L2, R2, R1, Left, Right,** □**,** ○

### BALDIES

*Unlock All Levels*

At the main menu, highlight the key symbol and press ✕ to call up the password entry screen, then press **Down, Down,** ○**, Left,** △**, Left,** □ to unlock all of the game's levels.

### BALLERBURG: CASTLE CHAOS

*Cheat Codes*

Choose "Manage Player" from the Options menu (or start a new game with no save on your memory card to make the Player Management screen appear automatically). Create a new player with one of the following names to play with the corresponding cheat activated:

all levelz—Unlock all campaigns

all spellz—Unlock all spells

m0re g0ld—Unlimited gold (note: the "0" symbols are the number zero)

no cheatz—Deactivate cheats

dbalster—View programmer's secret message

*Main Menu Cheats*

Enter the following codes at the main menu:

Unlimited gold—**Up, Right, Down, Left,** □**,** ○**,** □**,** ○

Deactivate cheats—**Up, Left, Down, Right,** □**,** ○**,** □**,** ○

### BOMBERMAN WORLD

*Secret Passwords*

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

3 6 3 6—Unlocks two extra stages in Battle Game mode

1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed

6 B 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

### C-12 FINAL RESISTANCE

*Cheat Codes*

At any time during the game, press the **START** button to pause, then enter any of the following codes:

Invincibility—Hold **L2** and press **Up, Left, Down, Right,** △**,** □**,** ✕**,** ○

All weapons—Hold **L2** and press **Up, Left, Right, Down,** △**,** □**,** ○**,** ✕

Unlock all weapons' secondary attacks—Hold **L2** and press **Up, Down, Left, Right,** △**,** ✕**,** □**,** ○

Infinite ammo—Hold **L2** and press **Down, Left, Right,** ✕**,** □**,** ○

Collect shield—Hold **L2** and press **Up, Left, Right,** △**,** □**,** ○

Stealth mode—Hold **L2** and press ✕**,** ✕**,** □**,** □**,** △**,** △**,** ○**,** ○**,** ✕**,** ✕

### CASTLEVANIA CHRONICLES

*Extra Options*

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right,** ○**,** ✕. If you entered the code correctly, the "Extra Option" screen will appear automatically.

*Sound Module Setting*

At the main menu, move the cursor to either "Original Mode" or "Arrange Mode." Next, hold **L1** + **R2** and press ✕. Now you can choose from three additional soundtrack variations before the game begins.

### CRASH TEAM RACING

*Secret Codes*

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."

Unlock Penta Penguin—Hold **L1** + **R1** and press **Down, Right,** △**, Down, Left,** △**, Up**

Unlock Ripper Roo—Hold **L1** + **R1** and press **Right,** ○**, Down, Up, Down, Right**

Unlock Dr. N. Tropy—Hold **L1** + **R1** and press **Down, Left, Right, Up, Down, Right, Right**

Unlock Papu Papu—Hold **L1** + **R1** and press **Left,** △**, Right, Down, Right,** ○**, Left, Left, Down**

Unlock Komodo Joe—Hold **L1** + **R1** and press **Down,** ○**, Left, Left,** △**, Right, Down**

Unlock Pinstripe—Hold **L1** + **R1** and press **Left, Right,** △**, Down, Right, Down**

Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold **L1** + **R1** and press **Right, Right, Left,** △**, Right, Down, Down**

Super Turbo Pads—Hold **L1** + **R1** and press △**, Right, Down, Right, Up,** △**, Left**

Infinite Bombs—Hold **L1** + **R1** and press △**, Right, Down, Right, Up,** △**, Left**

Infinite Wumpa Fruit—Hold **L1** + **R1** and press **Down, Right, Right, Down, Down**

Infinite Masks—Hold **L1** + **R1** and press **Left,** △**, Right, Left,** ○**, Right, Down, Down**

Invisibility—Hold **L1** + **R1** and press **Up, Up, Down, Right, Up**

Unlock Scrapbook—Hold **L1** + **R1** and press **Up, Up, Down, Right, Right, Left, Right,** △**, Right**

### DEMOLITION RACER

*Cheat Code*

At the main menu, press ✕**,** ✕**,** □**,** □**,** △**,** △**,** ○**,** ○. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

### DRAGON BALL Z: ULTIMATE BATTLE 22

*Unlock All Characters*

At the main title screen, quickly press **Up,** △**, Down,** ✕**, Left, L1, Right, R1**. If you've entered the code correctly, you'll hear a chime and another video sequence will begin, followed by a new title screen that says *"Dragon Ball Z: Ultimate Battle 27."* Now all of the secret characters have been unlocked.

### EQUESTRIAN SHOWCASE

*Cheat Codes*

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes:

G E N I E _ I N _ A _ B O T T L E—Unlock all difficulty levels, events, locations, horses and special weather options

T U D O R _ P A R K _ R E G I M E—All horses have max. stats

P H A R _ L A P—Horse's stamina meter always full

M R _ H A P P Y—No dressage failures

T A N T A L U S _ B I G _ A I R—Rider flies much farther during falls

K A N A H O O K A—Tiny horses

A L V I N—High-pitched sounds

H U M W A W A—Low-pitched sounds

C H R I S T M A S _ S N O W—Snow at menu screens

N E W _ Y E A R S _ E V E—Fireworks at menu screens

E Q _ D E V T E A M—Show development team photo in the background of the "Credits" sequence

### FORD TRUCK MANIA

*Cheat Codes*

Choose "Race" from the main menu, select "One Player," then "Career." Select "New Career;" when the Enter Name screen appears, enter any of the following cheat codes and press ✕ to confirm. (You can choose "Quit Career" at the next screen and the code will remain in place.)

M I C K E Y—Unlock Semi Pro class

W O L F M A N—Unlock Semi Pro and Professional classes

C A P T B L I—Unlock all tracks

F L Y H I G H—Lower gravity

B U R D E N—Higher gravity

G A S T L Y—No collisions with other vehicles

D C S P E R—Start at final race in Career Mode (Amateur class) with 500 points

S T R I D E R—Start at final race in Career Mode (Semi Pro class) with 800 points

W I P E O U T—Start at final race in Career Mode (Professional class) with 1,200 points

### GHOST IN THE SHELL

*Stage Select*

At the main menu, press **R2, R1,** □**,** □**, Up, Down,** □**,** □**, R2, R2;** you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

### GRAND THEFT AUTO 2

*Secret Codes*

From the main menu, select "Play," then press ✕ again to change your name to any of the following codes. You'll get no special confirmation after entering a correct code.

B I G S C O R E—Start with $1,000,000

N A V A R O N E—Start with all weapons and 99 ammo

H I G H F I V E—Start with x5 Multiplier

L O S E F E D S—No Police

W U G G L E S—Display Coordinates

I T S A L L U P—Area Select

L I V E L O N G—Start with unlimited health

D E S I R E S—Start with maximum Wanted Level

### HOT SHOTS GOLF 2

*Unlock Everything*

From the main menu, select "New Game." Then, at the following screen, enter "2GSH" as your name. You'll find all of the courses and characters unlocked!

### HOT WHEELS EXTREME RACING

*Secret Codes*

Choose "Options" from the main menu, then select "Misc." and enter any of the following codes at the "Code Entry" screen;

X T R C H T !—Unlocks "Cheat Menu" option on the "Misc." menu

A N D Y—All skulls become monkey faces

S K U L L—All skulls become monkey skulls

U S D—Upside down races

### HOT WHEELS TURBO RACING

*Secret Codes*

Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time:

Unlimited Turbos—**R2, L1,** □**,** △**, R1, L2, L1, R2**

Small cars—□**, R2, L2,** △**,** △**, L2, R2,** □

Large tires—□**,** △**,** □**,** △**, R1, R1, L2, L2**

No graphic textures on cars—**L1, R1, L2, R2, L1, R1, L2, R2**

Alternate sound effects + announcer—**R2, R1, L2, R2,** □**,** △**, L1, R1**

*Passwords*

Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features:

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"

T W J M—Unlock "Tow Jam" vehicle

### THE ITALIAN JOB

*Secret Codes*

Enter any of the following codes at the main menu screen. Each time you enter a code correctly, you'll hear a crowd cheer and the screen will dim momentarily.

Unlock all Italian Job missions—○**,** ○**,** △**,** □**,** □

Unlock all Destructor missions—△**,** □**,** □**,** △**,** □**,** △**,** ○**,** ○**,** ○

Unlock all Checkpoint missions—○**,** □**,** △**,** □**,** △**,** □**,** ○

Unlock all Challenge missions—□**,** □**,** △**,** ○**,** ○**,** □**,** △**,** ○

Unlock vehicles and Turin stage in Free Ride—□**,** △**,** □**,** ○**,** ○**,** △**,** ○

Unlock all missions—△**,** △**,** ○**,** △**,** □**,** △**,** □**,** △

### KICKBOXING

*Cheat Codes*

Enter any of the following codes at the main menu (where it says "Ranking," "Story," "Vs," etc.). If you've entered a code correctly, the "Now Loading" window will appear as the game loads the new feature:

Unlock all characters—**Up, Down, Up, START**

Unlock all venues—**Down, Down, Up, Up, Up, Right, Left, START**

Enable "Change Condition" at character-select screen—**Left, Up, Right, Down, Left, Up, START** (With this code in place, press **R1**/**R2** at the character-select screen to change condition)

### LARGO WINCH.//COMMANDO SAR

*Cheat Code*

At the main menu, press **SELECT,** □**,** □**,** ○**,** ○**,** △**,** □**,** △**,** ○. A cheat menu will appear with "Invisible" and "Silent" options; turn them on and the game's enemy characters will not see or hear you. Select "Continue" to access a stage-select menu (press **Left** or **Right** to choose any stage).

### LODE RUNNER

*Stage Skip*

At any time during the game, enter any of the following button combinations to skip stages. Note: You may hold **L2** instead of **R2** to enter the codes if you wish.

Skip ahead one stage—Hold **R2** and press ○

Skip ahead 1**0** stages—Hold **R2** and press △

Go back one stage—Hold **R2** and press □

Go back 1**0** stages—Hold **R2** and press ✕

*Extra Lives*

When your number of remaining lives is "1," press **SELECT** to call up the pause menu, then select the "Restart" option. Your life counter will be reset to "5."

*Faster Gameplay*

Choose "The Legend Returns" or "Extra" from the main menu, then—when the "1 Player/2 Players/Extra" menu appears—highlight "1 Player," hold the **R2** button and press ✕ or **START**. Now the game's overall speed is faster.

*Bonus Stages*

Choose "Construction" from the main menu, then select the "Name" option and enter "SPECIAL?" at the Enter Title screen. Now exit to the main menu and choose either "The Legend Returns" or "Extra." At the "1 Player/2 Players/

Extra" menu, hold the L2 button and press X or START; you'll find a sequence of six super-challenging secret levels.

### MARVEL VS. CAPCOM

*EX Options*

At the main menu, move the cursor to "Option," then hold down SELECT and press START. The hidden EX Option menu will appear.

### MEGA MAN X6

*Secret Codes*

Use these codes to play as alternate versions of X or Zero. Note that you can only use one code at a time; for example, if you want to play as Nightmare Zero, you won't be able to use Ultimate Armor X in the same game.

• Ultimate Armor X—Press START at the first title screen, then press Left, Left, Right at the Game Start/Continue/Option menu. You'll begin the game with X's Ultimate Armor, which is very much identical to the same Armor from *Mega Man X5*. It allows X to fire a super charged shot, hover in place and perform the Mega Crush attack at will.

• Nightmare Zero—Press START at the first title screen, then press L1, L1, L1, R2 at the Game Start/Continue/Option menu. When you rescue Zero after defeating him in battle, you'll play as the Nightmare version of Zero instead of the normal version. Nightmare Zero has all of Zero's normal moves, but he is much more powerful.

### NO ONE CAN STOP MR. DOMINO

*Secret Characters*

To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages:

Stage 1: Phat Tony's Casino—3,000 points or more

Stage 2: Shop 'til You drop—6,000 points or more

Stage 3: Grandpa's in The House—4,000 points or more

Stage 4: Tripping in The Park—5,000 points or more

Stage 5: Fun Park Massive—8,000 points or more

Stage 6: No one can stop Mr. Domino—5,000 points or more

To unlock the alien domino named DA●●?O, you must achieve a score that the game considers to be "the best in the U.S." in all six stages:

Stage 1: Phat Tony's Casino—8,000 points or more

Stage 2: Shop 'til You drop—12,000 points or more

Stage 3: Grandpa's in The House—8,000 points or more

Stage 4: Tripping in The Park—9,000 points or more

Stage 5: Fun Park Massive—28,000 points or more

Stage 6: No one can stop Mr. Domino—10,000 points or more

### O.D.T.

*Cheat Codes*

Each of these codes can be entered while the game is paused:

50 lives—△, Up, O, Right, SELECT, □

Refill energy—Left, Right, Left, Right, □

Refill ammo—Left, Right, Up, Down, O, □

Refill mana—Left, Right, Left, Right, O

Weapon powerup—R1, L1, R2, L2, Left, Right, Up, Down

Raise abilities by 10%—□, O, △, SELECT, Left

Fill experience gauge—O, △, L1, L2, R1, SELECT

Raise each spell 1 level—Down, △, SELECT, L1, R1, SELECT

Toggle monsters' energy bars—△, □, O, △, O

### PINK PANTHER: PINKADELIC PURSUIT

*Cheat Code*

At the main menu, press L1, L1, R2, R2, L2, L2, R1, R1, Left, Right, SELECT, START. A new "Cheat" option will appear, allowing you to start the game with 9,999 coins, all keys, no enemies and no stalkers. Also, with this code in place, if you press START to pause during any stage, you'll see a new "Win" option at the pause menu. Choose this option to instantly complete the stage you're in.

### POWER RANGERS LIGHTSPEED RESCUE

*Secret Codes*

From the main menu, select "Codes," then select "Enter Code." Next, enter any of the following passwords to unlock the corresponding effects.

O M E G A—Level skip

U L T I M A T E—Titanium Ranger

F O R E V E R—Continues

S H O W C A S E—All galleries open

I M M O R T A L—Infinite Lives

D 4 8 7 E 1 0 9 G 7—Infinite Health

N 7 F 6 U 2 A 5 A 1—Infinite RPE

### RASCAL RACERS

*Cheat Codes*

Choose "Options" from the main menu, then enter the following codes at the Options screen; Unlock all characters—Left, Right, L1, R2, R1, L2, □, O

Unlock all cups and courses—L1, L2, R2, R1, Left, Right, □, O

### RESCUE COPTER

*Cheat Codes*

Enter either of the following codes at the main menu (the one that says "New Game, Load Game," etc.):

Unlock all missions (Mission mode only)—Up, Down, □, △, SELECT

See the ending—Left, Right, □, △, SELECT

### ROGUE TRIP: VACATION 2012

*Cheat Codes*

During the game, hold L1 + R1 + R2 and press SELECT; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):

Quick $10,000 Cash—Hold R1 + R2, press L1, Up, Down, Up, Down

Infinite Weapons—Hold L1 + R1, press Up, Down, Up, R2

Mega Guns Mode—Hold L1 + R1 + R2 + X, press Down

Invulnerable Mode—Hold L1 + R1, press Up, Down, Left, Right

Upgrade Weapons—Hold L1 + R1, press Left, Right, Left, Right

Note: If you hold L1 + R1 + R2 and press Up, Down, Left, Right, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the codes can be deactivated by entering the same code a second time, or hold L1 + L2 + R1 and press SELECT to deactivate all cheats.

*Passwords*

Access the password entry screen from the options menu and enter any of the following codes to unlock special features:

Enable Goliath—△, L1, R1, X, L2, L2

Enable Nightshade—R1, R2, L1, L1, X, O

Enable Helicopter—L1, △, R2, △, △, R1

Enable Alien Saucer—R1, □, X, □, L2, O

Access "Funtopia" stage (Challenge mode only)—X, O, L2, X, □, L1

Access "The Gulch" stage (Challenge mode only)—X, □, O, L1, L2, □

Battle Boss 1 (Challenge mode only)—O, R2, R1, □, L1, R2

Battle Boss 2 (Challenge mode only)—O, O, L2, L1, △, △

Infinite Jump—O, □, R2, X, △, R2

Infinite Turbo—□, X, O, △, R1, R2

Double Pickups—L1, L2, O, L1, R1, □

Increased Armor—R1, △, R1, △, L1, □

See *Duke Nukem: Time to Kill* movie—□, □, O, O, △, △

*Play as Big Daddy*

From the main menu, select "Options." Then, select "Password." Enter △, □, R2, X, △, R2. Big Daddy will only be selectable if you play Challenge mode and select Nuke York as the stage.

### SKULLMONKEYS

*Cheat Codes*

Press START during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.

Maximum Bullets—Down, O, Up, R2, Left, △, SELECT, SELECT

Maximum Phart Heads—R1, Left, Up, L1, L1, □, Right, SELECT

Maximum Phoenix Hands—□, △, R2, Left, SELECT, O, △, Right

Maximum Universe Enemas—Left, △, Right, Down, △, SELECT, SELECT, SELECT

Maximum Super Willies—R1, Left, □, △, L1, △, R2, SELECT

Maximum 1970s Icons—SELECT, O, Up, Left, Down, Up, Down, □

Maximum Swirly Cues—R1, Right, O, R2, R2, □, Right, SELECT

Maximum of All Status Items (except 1970s icons and Swirly Qs)—L1, △, Down, R1, O, Right, Up, SELECT

Shield—R2, O, O, Down, Left, O, Right, Down

Clean "Pause" Screen—L2, Left, O, R2, Down, □, △, Down

Change Klaymen's Color—L2, O, O, Left, SELECT, L2, Up, Down

Psycho Klaymen—Down, Right, △, L2, Up, Left, △, SELECT

Slow-Motion Mode—L1, △, Left, Down, R2, △, Left, SELECT

Super Fast Klaymen—Left, □, R2, O, R1, Down, O, R2

Tiny Klaymen—R1, Left, □, △, R1, Left, □, △

Shoot Heads Instead of Bullets—Down, □, △, Down, Down, □, □, Right

Skip Current Sub-Level—△, L1, L1, □, Right, O, △, Down

### SPIDER-MAN

*Cheats*

From the main menu, select "Special," then select "Cheats." At this screen, you may enter any of the following cheats. Note the spaces in some of them. After entering a correct code, you'll hear a special sound effect, plus a short description of the code will appear on the screen.

EEL NATS—Unlock almost everything

BLKSPIDR—Symbiote Spidey costume

TWNTYNDN—Spidey 2099 costume

S COSMIC—Captain Universe costume

PARALLEL—Spidey Unlimited costume

LETTER S—Scarlet Spider costume

AMZBGMAN—Amazing Bag Man costume

BNREILLY—Ben Reilly costume

MJS STUD—Peter Parker costume

ALMSTPKR—Quick Change costume

CGOSSETT—Storyboard viewer

ALLSIXCC—All 6 game comic covers

XCLSIOR—Level select

CMC BUFF—All 32 comic covers

WATCH EM—Movie viewer

CVIEW EM—Character viewer

GBHSRSPM—What If contest

DULUX—Big head

RULUR—Joel Jewett as J. Jonah Jameson

RUSTCRST—Invulnerable

STRUDL—Infinite webbing

LLADNBK—Debug info on screen

### SPIDER-MAN 2: ENTER ELECTRO

*Cheat Codes*

From the main menu, select "Special," then select "Cheats" and enter any of the following codes. After entering each one correctly, Stan Lee will exclaim, "Excelsior!"

A U N T M A Y—Unlock Level Select, all costumes, all Gallery items and all Training items

A L I E N—Big head

S T A C E Y D—Big feet

V V I S I O N S—"What If" Mode

V V H I S C R S—Inserts programmer's high scores into Records

D R I L H E R—Display debug information during gameplay

### TETRIS PLUS

*Stage Select*

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press Down, Down, Right, Up, Up, Right, Up, Up, Up, Right, then repeat that same sequence of buttons again. Now press the X button; when the game starts, a stage-select menu will appear.

### TIME CRISIS

*Secret Cheat Menu*

At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time Crisis* logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coins=Free") and never have to reload ("Shot=Free").

### TREASURE PLANET

*Cheat Codes*

Enter any of the following cheat codes at any of the game's menu screens, including the main menu, the Pause menu or any of the Options screens. You'll hear a sound effect to confirm each code:

Invincibility—L2, □, L1, O, R2, □, L1, O

Unlimited musket charge—□, L1, R1, Up, O, L2, R2, Down

Unlock all levels—R2, Left, Right, R1, L1, Up, Down, L2

Add 100 treasure—L2, L2, L1, L1, O, R2, O, △

Add one Scroll—L2, L2, L1, L1, O, □, □, O

Add one Credit Crystal—L2, L2, L1, L1, O, Left, □, O

Freeze the race timer—L1, L1, R2, L2, R1, R1, L2, R2

See the ending—L2, L1, Left, L2, O, Left, □, O

Unlock new "Flycam" option at the Pause menu—Up, L1, Down, R1, R2, Down, L2, Up (use the D-pad and buttons to move the camera around)

Display programmers' debug info—Left, L1, L1, Right, R1, R1, Up, Down

View all loading screens and level intro movie clips—Right, O, □, □, R1, R2, Left, L2

### WARCRAFT II: THE DARK SAGA

*Cheat Passwords*

Press START to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.

N T T C L N S—Instant mission victory

Y P T F L W R M—Instant mission loss

T S G D Y T D—Enable "god mode"

G L T T R N G—Extra gold

H T C H T X N S—Extra lumber

V L D Z—Extra oil

V R Y L T T L—Extra magic Mana

D C K M T—Upgrades

N S C R N—Show entire map

M K T S—Fast building

T H R C H N L—Instant scenario victory

N V R W N N R—Game never ends

### WORLD'S SCARIEST POLICE CHASES

*Cheat Codes*

Each of the following codes can be entered at the main menu:

Unlock All Missions—Down, Up, Left, Right, X, △, O, □

Unlock All Starting Locations in Patrol Mode—Down, Up, L2, L1, X, △, R2, R1

Unlock All Bonus Items—Left, Right, L1, R1, O, □, R2, L2

### X-MEN: MUTANT ACADEMY

*Unlock Everything*

At the main menu, quickly press SELECT, Up, L2, R1, L1, R2. You'll hear a special sound effect if you input the code correctly.

### X-MEN: MUTANT ACADEMY 2

*Cheat Code*

At the main menu, press SELECT, Down, R2, L1, R1, L2. You'll hear a special sound effect after entering the code correctly. This code unlocks everything in the game, including all of the secret characters and alternate costumes. To play as Spider-Man, highlight Cyclops and hold the R1 button. To play as Xavier, highlight Magneto and hold the R1 button. Don't forget to check out the "Pool Party" stage in Versus mode!

### X-MEN VS. STREET FIGHTER

*Secret Options Menu*

At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press △, △, Right, O, L1; you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options:

• "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs. Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's L1 + R1 if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.

• If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.

*Play as Apocalypse*

First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the SELECT button and press any action button. Apocalypse will appear as your chosen character.

### XS AIRBOAT RACING

*Cheat Codes*

Choose "Options" from the main menu, then enter the following codes at the Options screen: Unlock all characters—Left, Right, L1, R2, R1, L2, □, O

Unlock all cups and courses—L1, L2, R2, R1, Left, Right, □, O

# Game Boy Advance tips

## ALIENATORS: EVOLUTION CONTINUES
*Cheat Password*
R B J P X C K C—Infinite ammunition

## ALTERED BEAST: GUARDIAN OF THE REALMS
*Menu Trick*
Hold L or R at the main menu to change the direction and speed of the scrolling background image.

## ANIMAL SNAP
*Mini-Game*
At the title menu, hold the L button and press **Up, Down, Left, Right, Right, Left, Down, Up**. A new "Block Blaster" option will appear, allowing you to play the mini-game at any time.

## ARMY MEN ADVANCE
*Passwords*
Q G Q N R T P C—All Levels Unlocked (Sarge)
N Q R D G T P B—All Levels Unlocked (Vikki)

## ATV: QUAD POWER RACING
*Unlock Everything*
At the main menu, select "Options," then select "Password." Next, press **Down, A, Down, A, Up, Up, A, Down, Down, A, Up, A**.

## BACKTRACK
*Cheat Codes*
At any time during a single-player game, press **SELECT** to access the Game Menu, then press **L, Right, B, L, R, Left** to access the BSBODSOM computer terminal. Highlight "CLI 'Password Required'" and press **A**, then enter any of the following cheat passwords:
H E A—200 health
G O D—Invincibility
W E A P—All weapons
A M M O—Max. ammo for all weapons
A R M—Max. armor
K E Y—All keys
M O N—Enemies are shown on map as gray dots
F R E—Freeze all enemies

## BALLISTIC: ECKS VS. SEVER
*Cheat Passwords*
D E A T H W I S H—Invincibility
T O E D U P—All weapons
B I G P O C K E T—Infinite ammo
O O H S T O P I T—One-hit kills
A C M E B A N G S—Double-damage explosions
C O L D F E E T—Enemies can't move
D O Y O U C M E—Enemies ignore you
H O R N B L O W—Enemies make farting sounds when injured

## BATMAN: RISE OF SIN TZU
*Invincibility*
Choose "Continue" from the main menu and enter the password "_ N D T H _" to make Batman invincible to enemy attacks.
*Passwords*
M Q F V B K—Boss battle: Bane
L 2 0 _ Q D—Boss battle: Clayface
6 V 2 C L 2—Boss battle: Scarecrow
4 V 2 5 2 V—Boss battle: Sin Tzu
_ F L Y M F—Unlock all levels

## BEYBLADE V-FORCE: ULTIMATE BLADER JAM
*Cheat Codes*
At any time during gameplay, press **START** to pause and enter any of the following codes at the Pause screen:
Max. Bit Charge Meter—**Right, Left, Right, Left**
All enemies disappear—**Up, Up, Right, Left, L**
Complete the current round—**Right, Left, Left, Up, A**

## BOXING FEVER
*Passwords*
Vs. Boxer—H 7 6 4 9 D H S
Vs. Boxer II—2 G G 4 8 H D 9
Vs. Boxer III—8 G 3 D 9 7 B 7
Vs. E. Byclop—B 3 G 5 B 3 1 8
Vs. Byclop—G 5 1 F F B B B

## BRUNO'S DANCE BEAT
*Password*
H M N F K—Unlock all songs + video (Easy)
N X R F P—Unlock all songs + video (Hard)

## BUFFY THE VAMPIRE SLAYER WRATH OF THE DARKHUL KING
*Cheat Codes*
Enter any of the following codes at the title screen, while the words "Press Start" are flashing:
Invincibility—**B, B, A, A, L, R, Down, Up**
Infinite lives—**L, L, R, R, R, Right, Right**
Start with nine of every item—**Up, Down, Up, Down, B, A**
Show enemies' health meters—**Up, Right, Up, Left, Down, Right, Down, Left**

## BUTT-UGLY MARTIANS: B.K.M. BATTLES
*Cheat Passwords*
Choose "Resume Game" from the main menu, then enter any of the following passwords:
A L W M A A 1 5—Max. firepower, defense and restoration pickups
K M I O R M A O—Infinite lives

## CAR BATTLER JOE
*Secret Vehicles*
Choose "Battle League" from the main menu; when the "Use which machine?" prompt appears, select "Password" and enter any of the following codes to unlock a secret car:
E M P I R E ! !—EMP Force X
G U A R A N T !—Queen Dohmo
S H I S Y O ! !—Blue Gale EV
R E D I G U N S—Solid Wind
T O D O R O K I—Joe Jim ZERO
I K O K I C H I—Casey's WHLS
N A G O Y A D B—Long Valley2
G A N K O I M A X—MAX K
C D M A C A P A—Copa Zone23
M ! M I M ! M !—Mega•M
G O ! H O M E !—Piston GH
C U R E W A N D—Cavalier
H A M A ! 3 3 3—Big Bang
8 9 9 8 9 B 1—Issue X
8 0 1 6 9 1 9 2—MMinnium00
M R ! H U R R Y—Matsu K MK4
K I N N I K U !—MSSL Dolly
M A R R O N ! !—MRIN's Dream
T K 0 0 0 S 6—Takah's LSR
B O M ! B O M !—WNN Special

## CARTOON NETWORK SPEEDWAY
*Password*
9 6 9 B 1 9 5 1—Unlock all characters, courses, power-ups and trophies

## CONTRA ADVANCE: THE ALIEN WARS EX
*Level Passwords (Novice Mode)*
Level 2—11111N TYLH1Z FCSSH1
Level 3—111113 TYLH1W BHZXZ1
Level 4—11111B TYLH1T XLGHSB
*Level Passwords (Normal Mode)*
Level 2—111111 TYLH1S 35MYH1
Level 3—11111H TYLH1X QTTH1B
Level 4—11111J TYLH1Z MY1RSB
Level 5—11111V TYLH13 2D21LC
Level 6—111118 TYLH1Y GFDJDD
*99 Lives Passwords (Normal Mode)*
Level 2—Y4HC1B LSP212 34ZWF1
Level 3—WXJD1Z JHSJ1Q KKNCY1
Level 4—ZWJF1J MGSL1B GP3LQ8
Level 5—G3421N TDNS1N C3BV2C
Level 6—W3M1I5 J4VP1N YY24BD

## CRASH BANDICOOT PURPLE: RIPTO'S REVENGE
*Secret Codes*
At the Story Mode/Party Mode/Trading/Credits menu, press L + R to access the cheat code entry screen and enter any of the following codes. Note: The "wumpa fruits" codes can only be used once in each saved game.
C R 4 S H—100 wumpa fruits
G 3 C K O—200 wumpa fruits
C 0 F F 3—500 wumpa fruits
W H 1 S T L 3—"Mayan Jungle" card
P H O N 3 T 4 G—"Sewers" card
K I L L 4 2—Boss grenades with the **R** button
S W 1 N G S 3 T—Play "Spyro Party USA" mini-game
C V T Z—View all cutscenes
C R 3 D 1 T 5—View the credits
C 4 M 0—Green pants
S T A C Y—Black pants
R 0 B G—Orange pants
W V M P 4 F R 0 0 T—Purple graphics
L 4 M P P 0 S T—Orange graphics
P R 3 S 3 N T Z—Black & white graphics
*Spyro Party USA Mini-Game*
Hold L + R when turning on your Game Boy Advance with *Crash Purple* inside. Instead of *Crash Purple*, the "Spyro Party USA" mini-game will appear.

## CRUISIN' VELOCITY
*Password*
S T R B H V G D—Unlock Hot Rod and 4x4 vehicles

## CT SPECIAL FORCES
*Special Passwords*
The following passwords will give you the option to choose between Stealth Owl and the secret character, Raptor.
0 2 0 2—Snow Covered Mountains
1 4 0 7—The Arid Desert
2 7 0 4—The Hostile Jungle
0 1 0 8—The Forbidden City

## DAREDEVIL
*Password*
4 1 T K 1 5 6 Z N G V—Start on the final stage with nine lives and all Secrets unlocked

## DARK ARENA
*Cheat Passwords*
K N G H T S F R—All keys available
L M S P L L N G—All maps available
T H R B L D N S—All weapons available
N D C R S D R T—Infinite ammo
H L G N D S B R—Infinite health
N F T R W L L H—Level skip (press **START** to pause the game, press **A** to view the map, then press **SELECT** at the map screen to skip the current level)

## DAVE MIRRA FREESTYLE BMX 3
*Cheat Code*
At the title screen, press **R, R, L, L, B, B, L, R**; you will hear a sound to confirm that the characters Flash and Metal have been unlocked.

## DESERT STRIKE ADVANCE
*Passwords*
B 5 8 J 5 2 7—Start with 10 lives
3 Z J N Z T 7—Campaign #2: SCUD Buster
K 3 2 L B 2 R—Campaign #3: Embassy City
J R B P 8 M 8—Campaign #4: Nuclear Storm
F 9 N S C J B—See the ending

## DEXTER'S LABORATORY: DEE-STER STRIKES!
*Cheat Codes*
At any time during the game, press **START** to pause, then enter any of the following cheat codes at the pause menu:
Fast Dexter—**L, R, R, R, R, L, R, L, R, R, L, L, R, L, R, R**
Strong Dexter—**L, L, R, R, R, L, L, R, L, L, R, R, L, R, L, R**
Get double ammo—**L, R, R, R, L, L, R, R, L, L, L, L, R, L, L, R**
Less damage—**L, R, R, R, R, L, L, R, L, L, L, L, L, L, R**
Robots are weak—**L, L, R, R, L, R, R, L, L, L, L, R, R, L, L, L**
One more try—**L, L, R, R, L, R, L, L, L, R, L, L, R, R, L, L**
Low gravity—**L, L, R, R, R, R, R, R, L, L, R, R, L, L, L, R**
Dexter-100—**L, L, R, R, L, L, R, L, R, R, R, R, L, L, L, R**
Slippery floor—**L, L, R, R, R, L, R, R, R, L, L, R, R, L, L, R**
Slow enemies—**L, R, R, R, L, R, L, L, R, L, L, L, L, L, L, L**
Fast enemies—**L, R, R, R, R, L, L, L, L, R, R, R, R, L, L**
Strong enemies—**L, L, R, R, R, R, L, R, R, R, L, L, L, L, L**
Controls are reversed—**L, R, R, R, R, R, R, L, R, L, R, R, L, L, L**

## DINOTOPIA
*Level Select*
At the title screen, press **Up, Up, Down, Down, Left, Right, A, Left, Right, B**. The "Press Start" display will start glowing if you've entered the code correctly. Press **START**, then select "Credits." When the credits finish, you'll be on a farm level with several ladders that will warp you to different levels as follows.
Ladders 1-3—Waterfall City
Ladders 4-6—Treetown
Ladders 8-11—Canyon City
Ladders 12-15—Underwater level
Ladder 16—Diamond Cavern

## DISNEY SPORTS SKATEBOARDING
*Secret Code*
At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down, Left, Left, Right, Right, B, A**; you'll hear a signal to confirm the code. Now start a game; at the Board Select screen, you'll find a new, powered-up board called "Angel Harnessed."

## DONKEY KONG COUNTRY
*Cheat Codes*
Enter either of the following codes at the "Select a Game" menu:
Start with 50 lives—Hold **SELECT**, press **B, A, R, R, A, L**
Sound test menu—Hold **SELECT**, press **B, A, L, L, A, Down**

## DOOM
*Cheat Codes*
At any time during the game, press **START** to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't work.
Computer area map—Hold **L + R**, press **B, A, A, A, A, A, A**
Radiation shielding suit—Hold **L + R**, press **B, B, A, A, A, A, A**
God Mode—Hold **L + R**, press **A, A, B, A, A, A, A, A**
All weapons + refill ammo—Hold **L + R**, press **A, B, B, A, A, A, A, A**
Berzerk—Hold **L + R**, press **B, A, B, A, A, A, A, A**
Temporary invulnerability—Hold **L + R**, press **B, B, B, A, A, A, A, A**
Skip to next level—Hold **L + R**, press **A, A, A, B, B, B, A**
Skip ahead 10 levels—Hold **L + R**, press **A, B, A, A, B, B, A, A**

## DOOM II
*Cheat Codes*
At any time during gameplay, press **START** to pause, then enter any of the following codes:
Computer area map—Hold **L + R**, press **B, A, A, A, A, A, A**
Radiation shielding suit—Hold **L + R**, press **B, B, A, A, A, A, A**
God Mode—Hold **L + R**, press **A, A, B, A, A, A, A, A**
All weapons + refill ammo—Hold **L + R**, press **A, B, B, A, A, A, A, A**
Berzerk—Hold **L + R**, press **B, A, B, A, A, A, A, A**
Temporary invulnerability—Hold **L + R**, press **B, B, B, A, A, A, A**

## DOUBLE DRAGON ADVANCE
*Cheat Codes*
Choose "Options" from the main menu and enter the following codes at the Options screen: Unlock sound test—Hold the **SELECT** button and press **R, L, R, L**
Unlock "Expert" difficulty setting—Hold the **SELECT** button and press **Up, Up, Down, Down, Left, Right, Left, Right**
Allow up to 10 credits—Hold the **SELECT** button and press **L, R, Down, L, R, Down, L, R, Right**

## DRAGON BALL Z: THE LEGACY OF GOKU
*Invincibility*
During the introductory video scene that appears before the game's title screen, press **Up, Down, Left, Right, B, A**; you'll hear a chime to confirm the code. Now Goku's health meter will not be depleted when he is attacked.

## DROME RACERS
*Cheat Codes*
At the main menu, press **SELECT** to access the "Enter Code" screen, then enter any of the following codes. Note: Some of the codes can't be disabled unless you reset the game data at the Options menu.

CUPIUP—Unlock all tracks and cups
ALL4ME—Unlock all teams
BIFFIN—Max. upgrades for all cars
BIGUNS—Combines the effects of all the above codes
LOGRAV—Low gravity
IAMCAR—Weird sound effects

## DUAL BLADES

*Extra Difficulty Level*
Highlight "Difficulty" at the Options menu and press Left, Left, Left, Right, Right, Right, Left, Right, B. You must enter the code very quickly, especially the last three buttons; if you're too slow, you'll be sent back to the main menu when you press B. If you're fast enough, a new "Impossible" difficulty level will be unlocked.

## DUKE NUKEM ADVANCE

*Secret Cheats Menu*
At any time during gameplay, press **START** to pause, then hold **L** and press **Left**, **Up**, **A**, **Up**, **Left**, **A**, **START**, **SELECT**. A secret menu will appear with a level select and various other options.

## E-READER

*See the Credits*
At the title screen—when the words "Press A Button" appear—press **SELECT** to see the names of the people who created the e-Reader.

## ECKS VS. SEVER

*Ecks Passwords*
EXTREME—Mission 2
EXCITE—Mission 3
EXCAVATE—Mission 4
EXCALIBUR—Mission 5
EXTDRT—Mission 6
EXPIRE—Mission 7
EXACT—Mission 8
EXHALE—Mission 9
EXHUME—Mission 10
EXONERATE—Mission 11
EXPEL—Mission 12
*Sever Passwords*
SEVER5—Mission 2
SURVIVE—Mission 3
SAVANT—Mission 4
SUFFER—Mission 5
SULPHER—Mission 6
SERVE—Mission 7
SEETHE—Mission 8
SEVERAL—Mission 9
SEVERANCE—Mission 10
SAVAGE—Mission 11
SACROSANCT—Mission 12

## ED, EDD N EDDY: JAWBREAKERS!

*Cheat Codes*
Enter each of the following codes at the title screen, while the words "PRESS START" are bouncing past. You'll hear a blubbering sound to confirm each time you enter a code successfully. The level select option will appear under "Game Cheats" at the main menu.
Level select—Hold the L button and quickly press Left, Left, Right, Down, Down, Up, Right
All characters have jetpacks—Hold the L button and quickly press Left, Up, Right, Down, Left, Left, Up
All pickups—Hold the L button and quickly press Left, Left, Down, Right, Right, Up, Left
All protect (invincibility)—Hold the L button and quickly press Left, Down, Down, Right, Right, Left, Down

## EXTREME GHOSTBUSTERS

*Passwords*
HGBNL14VJ—The Big Building: The Hall
5PMDTF/K2—The Big Building: The Corridor
21QSR9JTS—The Big Building: The Offices
BGQ9B6SC—The Big Building: Boss
3QJB2JBMB—The Cemetery: Racing 2
BNKN345MW—The Cemetery: The Main Aisle
V8JNNVGLC—The Cemetery: The Crypt
MD*XN7KTJ—The Cemetery: Closer to the Underworld
VD*PJKFTS—The Broadway Star Theatre: Racing 3
MDZ9KK/TB—The Broadway Star Theatre: In The Wings
MD2TK4XTK—The Broadway Star Theatre: Ethereal Ball
W50PJ6LTC—The Broadway Star Theatre: On Stage
VS31JL9TW—The Broadway Star Theatre: Boss
LDK9K6HTC—The Botanical Museum: Racing 4
WSJPJLZTV—The Botanical Museum: Don't Forget the Guide
W5FKP6WT3—The Botanical Museum: Carnivorous and Hungry
MS29P7JTW—The Botanical Museum: The Final Confrontation
VSFPPMHTB—The Botanical Museum: Boss

## F-14 TOMCAT

*Passwords*
PXSB5ZNJ—Mission 7
5FGFJHDH—Mission 14
LKFD5BPV—Mission 20

## F-ZERO: MAXIMUM VELOCITY

*Unlock the Jet Vermillion*
At the name entry screen, select "Entry" then enter your name as "T&T". Next, start any game under that name. When you reach the machine selection screen, press **L**, **R**, **START**, **R**, **L**, **SELECT**. A secret password screen will appear. Enter V-J4+6V9A-30 as your password. Now you'll be able to select the Jet Vermillion.

## THE FAIRLY ODDPARENTS: ENTER THE CLEFT

*Password*
Country Boy, Country Boy, Country Boy, Country Boy, Vicky—All stages cleared

## FINDING NEMO

*Cheat Password*
M6HM—Unlock all levels and gallery pictures

## FIRE PRO WRESTLING

*Unlock All Wrestlers*
Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Enter the following names exactly as shown:
• Change the nickname from "Fire Fighter" to "ALL"
• Change the first name from "FIRE PW" to "STYLE"
• Change the last name from "A" to "CLEAR"
Now press **START** to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

## FIRE PRO WRESTLING 2

*Unlock All Wrestlers*
Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Now make the following changes exactly as shown:
• Change the nickname from "Fire Soldier" to "ALL"
• Change the last name from "FirePro" to "WRESTLER"
• Change the first name from "Mr." to "CLEAR"
• Toggle the Exchange option to "OFF"
• Set the Middle option to "□"
Press **START** to confirm, then save the created wrestler. Now all of the secret wrestlers have been unlocked.

## FROGGER ADVANCE: THE GREAT QUEST

*Passwords*
6YWLT—Fairy Town 1
7F3J---Castle Starkenstein 1

## FROGGER'S ADVENTURES 2: THE LOST WAND

*Secret Levels*
At the main title screen, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**. With this code in place, press **R** at the main menu to find a new set of secret levels ("Magician's Realm").

## GOLDEN SUN

*Customize Player Names*
At the name entry screen that appears when you start a new game, press the **SELECT** button three times; you'll hear a chime. After you choose a name for the main character, you'll be able to choose different names for Gaiet, Ivan and Mia. At any time before you've finished naming these three additional characters, press **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Left**, **Right**, **Up**, **Right**, **Down**, **Left**, **Up**, **SELECT** and you'll be able to rename Felix, Jenna and Sheba as well.

## GRADIUS GALAXIES

*Power-Up*
At any time during the game, press **START** to pause, then press **Up**, **Up**, **Down**, **Down**, **L**, **R**, **L**, **R**, **B**, **A** to power up your ship. This code can only be used once per game.

## GT ADVANCE CHAMPIONSHIP RACING

*Secret Codes*
Enter the following codes at the title screen: Watch the ending credits—Hold **L** + **R** + **Up** and press **B**
Unlock Extra 1 mode (go kart racing)—Hold **L** + **R** + **Right** and press **B**
Unlock Extra 2 mode (formula car racing)—Hold **L** + **R** + **Left** and press **B**
Unlock all tuning parts—Hold **L** + **R**, point the D-pad in the **Down**/**Right** position and press **B**
Unlock all cars—Hold **L** + **R**, point the D-pad in the **Up**/**Left** position and press **B**
Unlock all courses—Hold **L** + **R**, point the D-pad in the **Up**/**Right** position and press **B**
*Password*
S/PD W1/H LBQB >VbB—Unlock all Championship Mode classes

## GT ADVANCE 2: GT CONCEPT RACING

*Cheat Codes*
Enter the following codes at the title screen, while the words "Press Start" are flashing:
Have all Tuning Parts—Hold **L** + **B** and press **Up**
Unlock Extra Mode—Hold **L** + **B** and press **Down**
Unlock all cars—Hold **L** + **B** and press **Left**
Unlock all tracks—Hold **L** + **B** and press **Right**

## HEY, ARNOLD! THE MOVIE

*Play as Helga*
At the "Area Select" screen, press **Up**, **Down**, **Right**, **Left**, **Left**, **Right**, **Down**, **Up**, **SELECT**. To play as Arnold again, just enter the code again.

## HOT WHEELS VELOCITY X

*Passwords*
496-93-993—Unlock all cars
723-83-462—Unlock everything

## ICE AGE

*Passwords*
MFKRPH—Art Gallery
MTTQBB—Unlock all levels

## THE INCREDIBLE HULK

*Level Skip*
Press **START** at any time to pause the game, then press **Down**, **Right**, **Down**, **Right**, **Left**, **Left**, **Up** to skip the current level.

## THE INVINCIBLE IRON MAN

*Cheat Codes*
Enter the following codes at the title screen while the words "Press Start" are flashing:
Invincibility—**Right**, **Up**, **Left**, **A**, **Right**, **SELECT**
Stage select—**SELECT**, **Up**, **B**, **A**, **Right**, **Up**
Unlimited Uni Beam—**B**, **A**, **Left**, **Down**, **Up**, **Right**
Unlock all Gallery images—**Up**, **Down**, **Left**, **Right**
*Erase Saved Game RAM*
At the title screen—when the words "Press Start" are flashing—DO NOT enter the following code: **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**, **SELECT**, **START**. If you do, you'll reset the game's EEPROM chip, deleting all of your saved game data.

## IRIDION 3D

*Stage Select*
Enter the Password entry screen and enter the code *SHOWTIME* (be sure to include the * symbols). Now you'll find two new items at the Options menu: "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.
*Quick Exit*
Enter the Password entry screen and enter the code *SELECTON* (be sure to include the * symbols). Now you can exit to the title screen at any time by pressing the **SELECT** button during the game.
*Picture Gallery*
Enter the password *G4LL3RY* (be sure to include the * symbols). This allows you to view a "slide show" of *Iridion 3D* artwork.

## IRIDION II

*Cheat Passwords*
Choose "Password" from the main menu and enter any of the following codes:
4RCB!—Unlock Arcade Mode, Challenge Mode, Gallery and Credits
!G4X!—Unlock Jukebox
CH4LL—Unlock Arcade Mode, Challenge Mode, Gallery, Jukebox and Credits
!S3CR3TS!—Show the locations of all secrets in Arcade mode
!R0TB!—Satellites rotate around ship
!B1GH340!—Large SHN Fighter
!M1CR0!—Tiny SHN Fighter
!SH1P2!—Play as the blue SHN Fighter from the game's intro sequence
!L04D!—Show CPU usage %
!08JS!—Show the number of on-screen objects

## JACKIE CHAN ADVENTURES: LEGEND OF THE DARK HAND

*Stage Select*
At the title screen—when the words "Press Start" appear—hold the **R** button and press **B**, **A**, **Left**, **Down**, **Up**, **Right**. A menu will appear that allows you to warp to any stage. Set the "Scrolls" option to "All" to start with all the Special Scroll Attacks.

## JAZZ JACKRABBIT

*Cheat Codes*
At any time during the game, press **START** to pause, then enter any of the following codes. Note: Each of the "space credits" codes can only be used once per game.
Infinite health—**L**, **L**, **Left**, **R**, **Right**, **R**, **Up**, **Down**, **Left**, **R**, **Right**, **L**
All weapons/refill ammo—**L**, **R**, **Left**, **R**, **L**, **Right**, **L**, **R**, **L**, **R**, **Left**, **R**
500 space credits—**Right**, **Left**, **Right**, **Left**, **L**, **R**, **Up**, **Up**, **R**, **R**, **L**, **L**
1,000 space credits—**Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **L**, **R**, **L**, **R**, **R**, **L**
5,000 space credits—**Up**, **Right**, **Down**, **Left**, **L**, **L**, **Right**, **Left**, **R**, **R**, **L**, **L**
*Stage Select*
At the main menu, press **Left**, **Down**, **L**, **L**, **Up**, **Down**, **R**, **Right**, **Up**, **Right**, **L**, **R**. You'll hear a signal and a "Level Select" option will appear. Note: The "space credits" cheats listed above will not work if you start a game using the Level Select option.

## JET GRIND RADIO

*Sega Scream*
If you press **A**, **B** or **START** at least eight times during the copyright screen that appears at the start of the game, you'll hear the famous "Segal" scream at the Sega logo instead of the "singing" version.

## JUSTICE LEAGUE: INJUSTICE FOR ALL

*Cheat Codes*
Choose "New Game" from the main menu, then enter any of the following codes at the "Enter Name" screen:
SAMIBE—Start with 99 lives
SAMIWAS—Unlock all missions
SAMIAM—Enemies' attacks don't touch you
Note that you can't combine the effects of all the codes; you must use only one at a time. However, if you simply press **START** during the game to pause, then highlight the "Resume" option and press **SELECT**, you will have the benefits of the "Enemies attacks don't touch you" code, even if you haven't entered any of the above codes.

## KAO THE KANGAROO

*Password*
Palm Tree, Lamp, Frog, Glove, Kao—Unlock all levels

## KARNAAJ RALLY

*Cheat Codes*
Choose an empty save slot at the "Select Career" screen and enter one of the following names to unlock various options
LIGA-I—Unlock Level 2 tracks and vehicles, start with $2,000 cash
LIGA-II—Unlock Level 3 tracks and vehicles, start with $3,000 cash
LIGA-III—Unlock Level 4 tracks and vehicles, start with $4,000 cash
IDRULEZ—Unlock all tracks and vehicles + bonus race in Career mode
LEPPA—Play as Mr. Leppa

## KIM POSSIBLE: REVENGE OF MONKEY FIST

*Password*
Ron, Kim, Kim, Guard, Guard, Guard, Guard—Start new game with all extras unlocked
The password system uses the pictures of the various characters from the TV show. The first picture in each box is always Kim. If you push **Down** on the D-pad, the remaining characters are shown in the following order: Ron, Shego, Wade, Monkey Fist, Rufus, Draken, Guard.

## KONAMI COLLECTOR'S SERIES: ARCADE ADVANCED

*Secret Code*
Choose any game from the main menu, then—when the game's "attract mode" or title screen appears—press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**; you'll hear a chime to confirm the code. This code has a different effect in each of the six games as follows:
*Frogger*—Enhanced graphics + music
*Scramble*—Enhanced graphics + music
*Time Pilot*—Rapid-fire (hold A button) + extra stage "???? B.C." appears after Stage 5
*Gyruss*—Enhanced graphics, extra stages + lives
*Yie Ar Kung Fu*—Two extra opponents in 1p mode (Bishoo and Clayman)
*Rush'n Attack*—Start with seven lives instead of five + two extra stages appear after Stage 4

## LARA CROFT TOMB RAIDER—THE PROPHECY

*Passwords*
GAZE, MEDI, HAXE, PATH, BONE, TREE, LINK—Wolf's Fang Peak
KURZ, HELL, WEFX, MEMO, HEAR, FITZ, ELRC, CLIK, MGSL—Angkor Wat

ROMA, MONK, AEON, TIME, OLIM, LAND, DART—Laconia Island
HILL, CHEX, STLK, MECH, ARKD, MUSH, SPOK, LITH—Teg-Du Bhorez Headquarters
ARIA—See the credits

### LEGO BIONICLE

*Unlock Mini Games*

Start a new game and enter one of the following codes as your character's name. After the adventure begins, pause and save your game, then pause again and quit. The corresponding mini-game will now be available from the Mini Games option at the main menu.

BMR472—Ussal Crab Dig
9MA268—Ngalawa Boat Race
5MG834—Koli Football
3LT154—Kewa Bird Riding
V33673—Hual Snowball Sling
4CR4B7—Ignalu Lava Surfing

### LILO & STITCH

*99 Lives*

Highlight "Start Game" at the main menu, hold **R** + **SELECT** and press **A** to begin the game with 99 lives.

### LIZZIE MCGUIRE: ON THE GO!

*Cheat Code*

Choose "PDA" from the main menu, then select "Best Friends" and add the name "cheater" (all lowercase) to your Best Friends list to unlock all "Games" and "Fun With Friends" options.

### LUNAR LEGEND

*Duplicate Items*

Equip an item, then unequip it and save the game. Reload the game and you'll have the item equipped with a duplicate in your inventory.

### MARIO & LUIGI: SUPERSTAR SAGA

*Bonus Coins*

Hit Mario with a hammer to make him mini-Mario. Set Luigi's command to High Jump. While Luigi is in the air, make mini Mario jump repeatedly to keep him up. You'll get one coin and Luigi will lose one health every time he gets hit. Luigi's health can't go below 1.

### MASTERS OF THE UNIVERSE INTERACTIVE HE-MAN: POWER OF GRAYSKULL

*Password*

WRKLKDMG—Unlock all stages

### MEN IN BLACK: THE SERIES

*Cheat Passwords*

LVFRVRDD—Invincibility
NFNTMMDD—Infinite ammo
LLWPNSDD—Have all weapons

### METROID: ZERO MISSION

*Original Metroid Passwords*

After beating the game, the original *Metroid* becomes unlocked. The following passwords are for the original *Metroid*:

• Start with infinite health, missiles and all upgrades
NARPAS SWORD0
000000 000000
• Start with suitless Samus
000000 000020
000000 000020
• Start at Norfair with suitless Samus
JUSTIN BAILEY
• Start on Norfair with suitless Samus with brown/blonde hair
SAMUSB RIDLEY
444444 444444

### MONSTER FORCE

*Level Skip*

At any time during gameplay (not while paused), hold **L** + **R** + **A** and press **Up** to complete the current level.

*Invincibility*

At any time during the game, press **START** to pause. At the pause screen, hold **L** + **R** + **B** and press **Down**; you'll hear a special sound effect to confirm. Now your energy will automatically refill whenever it gets too low.

*Secret Characters*

At the character select screen, hold **L** + **R** + **B**, then press **Right** to unlock Mina and Drew.

### MORTAL KOMBAT: DEADLY ALLIANCE

*Quick Koins*

Choose "Profile" from the main menu, then create a new profile and enter your name as "KWIKKASH" to start with 25,000 koins.

### MORTAL KOMBAT: TOURNAMENT EDITION

*Change Weapon Colors*

At the match-up screen before a fight, press any of the following button combinations and hold them down until the battle begins to change the color of your weapons:

Black—Press and hold **Up** + **L** + **R**
Blue—Press and hold **Up** + **A**
Green—Press and hold **Up** + **L**
Orange—Press and hold **L** + **R**
Purple—Press and hold **Up** + **R**
Red—Press and hold **R** + **A**
Yellow—Press and hold **L** + **A**

### THE MUPPETS: ON WITH THE SHOW!

*Cheat Password*

Choose "Continue" from the main menu and enter the password "K07G6" to unlock all of the difficulty settings and Activity Mode mini-games.

### NICKTOONS RACING

*Cheat Code*

At the main menu, hold the **R** button and quickly press **START, SELECT, L, SELECT, START**; you'll hear Stimpy say, "Oh, joy!" if you're fast enough. Now the secret character is unlocked as well as all tracks, cups and difficulty levels.

### ODDWORLD: MUNCH'S ODDYSEE

*Password*

THQMPMD4—Unlock Music Player

### OPERATION: ARMORED LIBERTY

*Passwords*

BKFSZW—Mission 2
DFFSKZ—Mission 3
SKXSZP—Mission 4
QKFSZB—Mission 5
XKFSJZ—Mission 6
BKFJZC—Mission 7
DYFSZJ—Mission 8
VKFSZQ—Mission 9
SKFSPZ—Mission 10

### PAC-MAN COLLECTION

*Pac Attack Puzzle Mode Passwords*

SRY—Stage 10
MWS—Stage 20
WHT—Stage 30
RMN—Stage 40
WLC—Stage 50
TMP—Stage 60
WTM—Stage 70
BSK—Stage 80
BTF—Stage 90
LST—Stage 100

### PINBALL OF THE DEAD

*Passwords*

Choose "Continue" from the main menu, then use the "Enter Password" option to input any of the following codes. Press **R** at the Options menu to view the Sound Test, Movie Test and View Ending options.

I0P3N5ND2ST1—Unlock Sound Test
M0V13PL3S3NT1—Unlock Movie Test
SH0WM33ND1NG1—Unlock View Ending
D0NTN33DM0N3Y—Unlock Boss Mode at Game Start menu

### PIRATES OF THE CARIBBEAN THE CURSE OF THE BLACK PEARL

*Cheat Passwords*

Choose "Continue Game" from the main menu, then enter any of the following cheat codes:

1MM0RT4L—Infinite lives
BVLL1TZ—Infinite bullets/cannonballs
G00D133—Start with pistol, sabre and triple cannons
SH33P—Soldiers and pirates turn into explosive sheep as soon as they see Jack
G3N1VS—More aggressive enemies
CR3D1TS—See the game's credits
L1TTLVN—See a picture of a baby

*Stage Passwords*

VTTWB4J3NG—Find the five bags of gold
N1F3PG7C7T—Defeat the merchant vessels
2WQ6ZBHB01—Find the buried treasure
LRW709C7X8—Explore the pirate caves
WK31JMVZ1H—Bring Sightless Sam to Crooked Cove
NGJ3HSP9M6—Find the King's Gold
0TTY7MTSHQ—Defeat the British fleet
T1FSM1831Q—Find the corvette
S3YP1P7C92—Find the Dog's Tongue at Dodo Perch
7W1NNXDJZ4—Find the treasure on Scurvy Beach
NGJVRLTJ7X—Loot the temple on Tum Boom Island
LHW27SHS1B—Defeat the mysterious pirate ships
WK39J6Z07H—Rid Crooked Cove of the mysterious pirates
CX9YHRNGQ—Destroy the fort at Hispaniola
LHW2R911B8—Explore the Aztec temple at Hispaniola
WK377CHTGP—Defeat the Spanish fleet
NGJX?570VH—Defeat the ghost pirate fleet
0TT6TWM?BS—Escort the Governor to meet the Spanish ambassador
T1FX4JP3KC—Find the Aztec coin on Dead Man's Eye
6L9G4NZPPC—Bring nine lanterns to the cliff top
S3WMQ6JT6F—Battle the Black Pearl at the Isla de Muerta
7WZ1SB7G1H—Follow the Black Pearl through the caverns
XW56GH731S—Find and defeat Barbossa
LHY7HQ4W7B—Final battle with Barbossa

### PLANET MONSTERS

*Passwords*

H7Z3—Level 2 (Elephant)
FDRO—Level 3 (Crocos)
ZWWP—Level 4 (Lapinor)
SRBQ—Level 5 (Singy)
GZW7—Level 6 (Crabik)
Z6F1—Level 7 (Dragon)
KDC3—Level 8 (Rhinor)

### RAYMAN ADVANCE

*Secret Codes*

At any time during gameplay, press **START** to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code:

99 lives—**Left, Right, Down, Right, Left, R**
Unlock all levels—**Up, Left, Right, Down, Right, L**
Invincibility—**Right, Up, Right, Left, Right, R**
All powers—**Down, Left, Right, Left, Up, L**
25 extra Tings—**R, Up, Left, Right, Left, L**

### READY 2 RUMBLE BOXING: ROUND 2

*Secret Characters*

Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code:

Michael Jackson—Highlight the word "Arcade," then press **Left, Left, Right, Right, Left, Right**, then **L** + **R** simultaneously
Rumbleman—Highlight the word "Championship," then press **Left, Left, Right, Left, Right, Right, Left, Right, Left**, then **L** + **R** simultaneously
Shaquille O'Neal—Highlight the word "Survival," press **Left, Left, Left, Right, Right, Left, Left, Right**, then **L** + **R** simultaneously

### REIGN OF FIRE

*Password*

9XL?GS87&—See the credits (this code also unlocks all of the levels at the Rankings menu)

### THE REVENGE OF SHINOBI

*Password*

67MB-FNNG-VL&Y-FWZ5—Unlock all stages

### THE RIPPING FRIENDS

*Password*

Choose "Password" from the main menu and press **Right, L, Up, Down, B, Left, Left, Right**, Left to unlock all levels in one-player, multi-player and Deathmatch modes.

### RIVER CITY RANSOM EX

*Cheat Codes*

Press **START** to pause the game, then select "Status." At the Status screen, select "Name" and change your characters name to any of the following names to activate the desired cheat:

DAMAX—All abilities maxed out
PLAYA—Earn $999,999.99 instantly
FUZZY—Enable Mach Punch, Dragon Kick, Aero Circus, Grand Slam, Javelin Man, Stick Trick, Nitro Port, Twin Kick, Deadly Shot, Top Spin, Helicopter and Torpedo techniques
WUZZY—Enable Slap Happy, Pulper, Headbutt, Kickstand, Big Bang, Wheel Throw, Glide Chop, Head Bomb, Chain Chump, Jet Kick, Shuriken and Flip Throw techniques
WAZZA—Enable Boomerang, Charge It, Bat Fang, Flying Kick, Speed Drop, Bomb Blow, Killer Kick, Bike Kick, Slam Punk, Dragon Knee, God Fist and Hyperguard techniques
BEAR—Enable PhoenixWing, Infines, Springlines, Rocketeers, Air Merc's, Narcishoes, Magic Pants, Pandora Box, Skaterz and Custom Fit at the Technicians menu
XTRA0—Add Custom Char to Item menu
XTRA1—Add Custom Self to Item menu
XTRA2—Add Custom Move to Item menu

### ROBOTECH: THE MACROSS SAGA

*Cheat Codes*

Enter these codes at the title screen, while the words "Press Start" are flashing. You'll hear a chicken clucking each time you enter a code correctly.

Unlock all missions—**Up, Down, Up, Down, L1, R1, L1, R1**
Infinite lives—**Right, Right, Right, Up, Up, L1, L1**
Maximum upgrades—**Up, Right, Down, Left, R1, L1, L1, L1**
All characters—**Down, Down, Down, Down, Down, R1, R1**

### ROCK 'N ROLL RACING

*Secret Character*

At the Character Select screen, highlight Tarquin, then hold **L** + **R** + **SELECT** and press **Right**. Olaf from *The Lost Vikings* will become playable in both Normal and Vs. modes.

*Secret Race*

Choose Vs. mode at the main menu. Select your player and vehicle, then choose "Change Planets" from the menu at the bottom of the screen. Highlight the planet NHO, then hold **L** + **R** + **SELECT** and press **Right**. Now you can race against J.B. Slash on the Inferno track, which is available only in Vs. mode.

### ROCKET POWER: DREAM SCHEME

*Password*

BIP3S6B—Unlock all levels

### RUGRATS: CASTLE CAPERS

*Password*

JSJRJKSLXCF—Unlock all levels

### RUGRATS: I GOTTA GO PARTY

*Password*

ZNFTRJ—Unlock all Free Play levels

### SCOOBY-DOO 2: MONSTERS UNLEASHED

*Password*

SDBY3MT8—Unlock all areas

### SCOOBY-DOO AND THE CYBER CHASE

*Cheat Mode*

Enter "CHTMD2" at the Password menu to unlock the following functions:

• Hold **SELECT** and press **R** to skip the current stage
• Hold **SELECT** and press **L** to have the current character captured by the Phantom Virus
• Hold **SELECT**, then hold **START** to play in slow-motion
• Sound test options will appear at the bottom of the Options menu (press **B** to hear each sound)

*Stage Passwords*

GL@D10TR—Level 2: Roman Coliseum
1CR33P3R—Boss Monster: The Creeper
SPL@5H—Level 3: Ocean Chase
JVNGLDVP—Level 4: Prehistoric Jungle
GH@TRGHL—Boss Monster: Gator Ghoul
1C3R@LLY—Level 5: Arctic Snow Chase
B5YDTH3C—Level 6: Ocean Boardwalk
1R0NTH@—Boss Monster: Old Iron Face
@MVZM3NT—Level 7: Video Arcade
P5KYK1D5—Start in the Video Arcade with all items and all CDs available in the University Lab
WH@DNN1T—Ending

### THE SCORPION KING: SWORD OF OSIRIS

*Stage Select + Character Select*

At the main menu, select "Continue," then press **Down, Down, Right, Up, Right, Up, Right, Down, Down, START**. A stage select menu will appear. At the stage-select menu, point the arrow to the name of the stage you want to play, then press **START** to play as Mathayus or press **SELECT** to play as Cassandra.

### SEGA SMASHPACK

*Ecco the Dolphin: Cheat Menu*

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **R, Up, R, Down, R, Up**. A cheat menu appears with such options as stage select, sound test, message test, invincibility and more.

*Sonic Spinball: Stage Select*

Choose "Options" from the title screen, then—when the Options menu appears—press **L, Down, R, Down, A, Down, L, R, Up, L, A, Up, R, A, Up**; you'll hear a fanfare to confirm the code. Now return to the title screen and enter one of the following codes:

• Hold **L** and press **START** to warp to the "Lava Powerhouse" stage.
• Hold **R** and press **START** to warp to "The Machine" stage.
• Hold **A** and press **START** to warp to the "Showdown" stage.

*Sonic Spinball: See the Credits*

Choose "Options" from the title menu, then—when the Options menu appears—press **A, Up, R, Up, L, Up, A, R, Down, A, L, Down, R, L, Down**; you'll hear a fanfare and the game's credits will appear.

## SHAUN PALMER'S PRO SNOWBOARDER

*Password*

Q F J 7 M P 9 N ? 5 C M 4—All boards and levels unlocked for Shaun Palmer

## SHINING SOUL

*Stat Boost*

At the beginning of the game, if you name your character after one of the classic *Shining Force* heroes, they'll receive a status boost in the field most useful to that character's class. For example, if you name your warrior Max, he will receive a +10 boost to his strength. You won't see the stat increase until after the game starts and you take control of your character.

Max—Gives Warrior +10 Strength
Anri—Gives Wizard +10 Intelligence
Hans—Gives Archer +10 Vitality
Bleu—Gives Dragonute +10 Dexterity

## THE SIMPSONS: ROAD RAGE

*Unlock All Characters, Vehicles and Missions*

Choose "Options," then select "Set Password" and input the following Simpsons character icons: Maggie, Willy, Bart, Chief Wiggum, Apu, Moe, Krusty, Barney.

## SONIC ADVANCE

*Play as Sonic w/Tails*

Choose "Game Start" from the main menu. At the character-select screen, highlight Sonic, then press **Up, Right, Down, Right, L, Right, R, Right, A.** You'll hear a chime to confirm. Now you'll be playing as Sonic with Tails following behind you, just like *Sonic the Hedgehog 2* on the Sega Genesis.

## SPACE CHANNEL 5: ULALA'S COSMIC ATTACK

*Auto Play Mode*

At any time during gameplay, hold **L + R** and press **Up, Left, A, Left, A, Down, Right, B, Right, B.** You'll hear a shout to confirm the code. Now the game will play by itself.

## SPIDER-MAN: MYSTERIO'S MENACE

*Password*

Enter the password "J V 3 1 -" to begin the game with all levels unlocked and all items.

## SPORTS ILLUSTRATED FOR KIDS: BASEBALL

*Cheat Codes*

Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all-star players to your roster:

B E S T B U Y S T R—Michael Quince (1B)
S I K S T A R—Eddie Penn (2B)
B A M S T A R—Riley Waters (SS)
G A M E S T O P—Keith Fisher (3B)
S I K P O W E R—Tecumseh Brown (LF)
E B R U L E S—Nateo Geoonl (CF)
G O C I R C U I T—Mark Modesto (RF)
T O Y R U S C O M—Mateo Demoni (C)
T A R G E T P L Y R—George Stacks (P)

## SPORTS ILLUSTRATED FOR KIDS: FOOTBALL

*Cheat Codes*

Select the "Cheat Codes" option from the Team Management menu in Season mode and enter any of the following codes to add all-star players to your team:

C I R C U I T F U N—Mark Haruf (QB/SS)
T A R G E T S T A R—Ryan Hunter (RRB/SS)
T O U C H D O W N—Sammy Rivera (LE/RILB)
B E S T B U Y P W R—Wayne Selby (C/RT)
R Z O N E S T A R—Hal Church (LG/LOLB)
E B P L A Y E R—Eddie Brown (LRB/ROLB)
B A M P L Y R—Mac Marshall (RRB/FS)
S I K P O W E R—Rob Lewis (LRB/ROLB)
S I K S T A R—Sandy Sanders (RE/LOLB)

## SPY HUNTER

*Secret Codes*

Enter any of the following codes as your name when creating a new agent file; the corresponding cheat will then be active, but only when using that particular file:

E D A C R A—Unlock Arcade Mode
S U P E R S P Y—Unlock "Super Agent" difficulty option at mission select menu
B U Y M K D A—Unlock all cheats at System Options menu

*Unlock Everything*

Note: You must clear all three agent files in order to enter this code. Select the first file and enter your name as "BEST". Next, select the second agent file and enter your name as "GAME", then select the third agent file and enter "EVER" as your name. Now select the "BEST" save slot and you'll find that Arcade Mode, all of the cheats and all of the missions have been unlocked, including the "Super Agent" missions. Once this code is in place, you may delete the "GAME" and "EVER" agent files if you wish.

*Blood Code*

During any of the "Eliminate Chickens" stages, press **START** to pause, then press **Left, Left, Right, Right, Right, Left, Left, A** to make the chickens bleed when you hit them. Enter the code again to disable it.

*Clear Cartridge Memory*

To reset the "Top Agents" high score table in Arcade Mode, press **Up, Up, Down, L, R, L** at the copyright screen that appears when you first turn the game on. To erase the entire cartridge memory—including all saved game data—press **Left, Left, Right, Left, R, R** at the copyright screen.

## SPYRO ORANGE: THE CORTEX CONSPIRACY

*Secret Codes*

At the Story Mode/Party Mode/Trading/Credits menu, press **L + R** to access the cheat code entry screen and enter any of the following codes. Note: The "gems" codes can only be used once in each saved game.

V 1 S 1 O N S—100 gems
T 4 P 1 0 C 4—200 gems
S 0 Y B 3 4 N—"O Sheep" card
V 4 N 1 L L 4—"Stone Riptoc" card
B 4 1 5 0 X V—Spyro breathes sheep instead of flame
S P Y R 0—Orange Spyro
S P 4 R X—Orange graphics
P O R T 4 L—Purple graphics
G 3 M Z—Black & white graphics

*Crash Party USA Mini-Game*

Hold **L + R** when turning on your Game Boy Advance with *Spyro Orange* inside. Instead of *Spyro Orange*, the "Crash Party USA" mini-game will appear.

## SPYRO: SEASON OF ICE

*Cheat Codes*

At the title screen—while the words "Press Start" are flashing—enter any of the following codes:

Stage select (highlight the name of any stage in the Atlas and press **A** to go there)—**Down, Up, Down, Left, Right, Up, Left, A**

Unlock all Portals—**Down, Down, Up, Up, Left, Right, Up, Down, A**

99 lives—**Left, Right, Right, Right, Down, Up, Right, Up, A**

Infinite energy in Sparx rounds—**Down, Up, Up, Down, Left, Right, Right, Left, A**

Infinite Powerup Shots (**L** button) in Sparx rounds—**Down, Right, Up, Left, Left, Up, Right, Down, A**

Unlock special features in Sparx rounds—**Right, Up, Right, Left, Down, Up, Left, Down, A**

The special features are as follows:

- Hold **L** and press **SELECT** for all keys
- Hold **Up** and press **SELECT** for shield power-up (**L** button)
- Hold **Left** and press **SELECT** for rapid-fire Powerup Shots
- Hold **Down** and press **SELECT** for homing Powerup Shots
- Hold **Right** and press **SELECT** for Smart Bomb Powerup Shots

## SPYRO 2: SEASON OF FLAME

*Infinite Lives*

At the title screen, press **Left, Right, Left, Right, Right, Right, Up, Down, B.** Now, when you start a game, your stock of lives will not decrease after you die.

## STAR WARS: FLIGHT OF THE FALCON

*Cheat Codes*

At any time during gameplay, press **START** to pause, then hold the **L + R** buttons and press **Up, Right, A, START, A, Down, A, START, START.** The game will automatically unpause. Press **START** to pause again, then press **A** to quit. Now you can enter the following cheat codes by choosing "Password" from the main menu:

S P V D—Infinite shield
M 0 N G—Infinite lives
B L 0 B—Unlimited missiles
G 0 G 0—Rapid-fire for main weapon (hold **A** button)
F V N K—Unlock all levels
G 0 0 N—Add "View Credits" option to Options menu
F 4 C 3—View developer image gallery

## STAR WARS: JEDI POWER BATTLES

*Passwords*

V C J 0 X Y K—Level Select for Mace Windu or Darth Maul
V H R 3 B F J—Level Select for Qui-Gon Jinn

## STAR WARS: THE NEW DROID ARMY

*Cheat Codes*

Enter any of the following codes at the password menu. An "invalid password" message will appear, but the cheats will still take effect.

2 D 4—Enable stage select (press **L** or **R** at the main menu to choose a stage)
F R C—Unlock all force powers
8 I T—Start with 200 health and Force power
S K Y—Play as Luke Skywalker
B T W—Diagonal control scheme
L N G—Unlock "Language" option at Options menu

## STARLX

*Cheat Passwords*

Choose "Start" from the main menu, then select "Password" and enter any of the following codes:

G 5 H A R D—Invincibility
G S B O O M—Infinite Smart Bombs
G 5 M A X—Always have max. weapons

## SUPER MONKEY BALL JR.

*Cheat Codes*

Enter the following codes at the title screen while the words "Press START" are flashing. Note: The codes must be entered very quickly or they won't register.

Unlock all stages in Practice mode, all minigames and "Credits" option at the Game Options screen—**Down, Down, Up, Up, Left, Right, Left, Right, B, A**

Blocky graphics with improved frame rate—**Left, Left, Right, Right, Down, Down, A**

## SUPER PUZZLE FIGHTER II

*Play Against Devilot*

To play against Devilot in Arcade Mode, you must accomplish five different things:

1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.
5. Reach Stage 7 without using any continues.

*Play Against Sirs*

To play against Dan in Arcade Mode, you must accomplish five different things:

1. Never defeat an opponent within one minute in one round.
2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

*Secret Characters*

Each of the following codes works at the character-select screen in Arcade Mode or Link Battle mode:

Akuma (Player 1)—Highlight Morrigan, hold **SELECT**, press **Down, Down, Down, Left, Left, Left, A**

Akuma (Player 2)—Highlight Felicia, hold **SELECT**, press **Down, Down, Down, Right, Right, Right, A**

Dan (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left, Left, Left, Down, Down, Down, A**

Dan (Player 2)—Highlight Felicia, hold **SELECT**, press **Right, Right, Right, Down, Down, Down, A**

Devilot (Player 1)—Highlight Morrigan, hold **SELECT**, press **Left, Left, Left, Down, Down, Down, A** (same as Dan code, but you must press **A** at the exact moment when the timer is at the 10-second mark)

Devilot (Player 2)—Highlight Felicia, hold **SELECT**, press **Right, Right, Right, Down, Down, Down, A** (same as Dan code, but you must press **A** at the exact moment when the timer is at the 10-second mark)

Hsien-Ko's sister (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right, A**

Hsien-Ko's sister (Player 2)—Highlight Felicia, hold **SELECT**, press **Left, Left, A**

Anita (Player 1)—Highlight Morrigan, hold **SELECT**, press **Right, Right, A**

Anita (Player 2)—Highlight Felicia, hold **SELECT**, press **Left, A**

*Secret Characters (Versus Mode)*

Each of the following codes works at the character-select screen in Versus Mode:

Hsien-Ko's sister (Player 1 only)—Highlight Morrigan, hold **SELECT**, press **Right, L**

Anita (Player 1 only)—Highlight Morrigan, hold **SELECT**, press **Right, Right, L**

## TACTICS OGRE: THE KNIGHT OF LODIS

*Music Mode*

At the main menu, select "New Game." When the "Enter Name" prompt appears, enter "MUSIC.ON" as your name. Instead of starting a game, you'll enter a special mode where you can listen to the background music in the game.

## TEENAGE MUTANT NINJA TURTLES

*Extra Difficulty*

At the title screen—when the words "Press Start" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, B, A.** You'll hear a cheer to confirm; now the "Very Hard" difficulty setting is unlocked.

*Bonus Game Passwords*

L S M M S—Unlock Course 1
S S L D M—Unlock Course 2
M S S L D—Unlock Course 3
S R L M D—Unlock Course 4
L S D R M—Unlock Course 5

## TERMINATOR 3: RISE OF THE MACHINES

*Passwords*

N R B G B—Level 2: Freeway System
R W H G K—Level 3: I Loved L.A.
N G G G C—Level 4: Future CRS
B M F G T—Level 5: Robot Factory
L R H G F—Level 6: Encounter
N R P G D—Level 7: Graveyard
R L P G J—Level 8: CRS Compound
L W R G H—Level 9: Test Area
J G S G F—Level 10: Give Me Shelter

## TOP GEAR RALLY

*Secret Codes*

Choose "New Game" from the main menu and enter any of the following codes at the "name entry" screen:

r o g u e o p s—All obstacles are replaced with cows (which you can drive right through)
m o o n w a l k—Low gravity
r c r a c e r s—Tiny car
h o v e r c a r—Hover car

## URBAN YETI

*Passwords*

Choose "Continue" from the main menu, then enter any of the following passwords to begin at the stage indicated with three credits:

F O R E W O R D—Level 1: Industrial Island
H A M S T E A K—Mini-Game: Soup Kitchen Manager
N I T E T I M E—Level 1: Industrial Island (Part 2)
V E N G E F U L—Level 2: The City
P I N G P O N G—Mini-Game: Discus Tournament
D U M P S T E R—Level 3: The City
Y E T I R A F T—Mini-Game: Lazy Sewer o' Fun
C I T I Z E N S—Level 4: The Suburbs
P R O V I D E R—Mini-Game: Yeti Chicken Rancher
T O N Y G O L D—Secret cheat menu
B S W S B S W S—Weird screen

## WARIO LAND 4

*Karaoke Mode*

Enter the Sound Room, then press **Up + START + SELECT + L + R.** As soon as all five buttons are held down simultaneously, a new "Karaoke" option will appear at the top of the screen. Select this option and you can sing along—in Japanese—to a special hidden CD tune. While the song plays, you can use the following commands to modify it:

Tap **Up** repeatedly—Raise pitch
Tap **Down** repeatedly—Lower pitch
Tap **Left** repeatedly—Slow down
Tap **Right** repeatedly—Speed up
Press **L** or **R**—Toggle vocals on/off

## WOLFENSTEIN 3D

*Secret Codes*

Press **R** at any time during the game to pause, then enter any of the following codes at the Options menu:

All weapons and keys for the current level/refill health and ammo—Hold **L + R** and press **A, B, B, A, A, A, A, A**

Invincibility—Hold **L + R** and press **A, A, B, A, A, A, A, A**

Skip to the next floor—Hold **L + R** and press **A, B, A, A, B, B, B, A** (enter this code in the first level to play a secret stage)

Skip to 9th floor—Hold **L + R** and press **A, B, A, A, B, B, A, A**

## X2: WOLVERINE'S REVENGE

*Cheat Codes*

At the "Select Slot" screen, hold the **L** button and enter any of the following codes. You'll hear a confirmation sound each time you enter a code correctly.

Invincibility—**Down, Up, Down, Down, Up, Down, SELECT**

100 lives—**Right, Right, Right, Right, Right, Right, Right**

Unlock all power-ups—**Right, Left, Right, Left, Right, Left, Right**

Health recovers when claws are extended—**Right, Up, Down, Right, Left, SELECT, SELECT**

## YOSHI'S ISLAND: SUPER MARIO ADVANCE 3

*Bonus Stage Menu*

At the stage-select screen, hold the **SELECT** button and press **L, L, B, A, R.** A secret menu will appear that allows you to play any of the game's mini-battles.

**Codes for use with Action Replay Max Game Enhancer (PlayStation 2) and Action Replay Game Enhancer (GameCube)**

## PlayStation 2

### Spider-Man 2

0X2Y-84RG-N3W4D + GA64-T5RW-53K25—[M] Must be on
JB20-5F53-AZHNH + BBGX-DDJV-6HE7Z—Infinite health
PDUY-5N2Z-ERRJD + 1QWH-VNJB-7GFXF—Max. health
9ZRH-F1WW-K54HH + N2HU-Q21C-DZ3XU—No cars
N14E-Y4A6-NH2E3 + N2HU-Q21C-DZ3XU + 7E9W-YT60-RRCAR—"2B Days Later" mode
GZ93-7ZQV-6X9GD + 2U60-11JA-CW27G + R10U-MGXX-V82WH—Press **R1** + **L2** to turn Challenge timer on
DHEE-ZP16-QVNH4 + REDY-J4UY-3MVKW + NFF0-W747-TUJ5T—Press R2 + **L2** to turn Challenge timer off
QMNU-6BGY-BH5BH + 2U60-11JA-CW27G + VF6V-5D1W-JEYGT—Press **R1** + **L2** to turn Mission timer on
6EQ6-7F53-R4VH7 + REDY-J4UY-3MVKW + YV74-BB0G-3MPDN—Press R2 + **L2** to turn Mission timer off
FU33-7F5N-9DYUX + Y7WU-6NF5-1QKQV—Time of day: midnight
NB1W-0KU4-KN4X6 + 7PXF-5TB4-JMGA5—Time of day: dawn
2MKM-H0MP-0XPD4 + 5H02-8522-TFNJH—Time of day: noon
REMW-QNJD-9PMXD + QV64-9671-C5XTV—Time of day: sunset
UKG3-QD2F-C2GNH + 090K-J3MB-P6H4F—Time of day: dusk

### Way of the Samurai 2

3K9H-V2B1-RRH7U + 55NJ-1ECW-C8A9Z—[M] Must be on
DNKH-WJBX-QP1WH + AT44-CY2W-72WFY—All heads/costumes
NRRU-H6BZ-TH3QD + 4QWA-H1PU-JRNY5—All difficulty levels
YMNR-RXB4-NK9CZ + F097-E0X9-55H53 + 9UXW-4KHF-UQWB4—All items in Item Box
FY6D-TFUJ-YJFWA + E9W7-5F9Y-UD4ZB + Y4X0-WDEB-C533E—Infinite items in Item Box
CW9D-4X2A-97FHK + CARB-9TY7-207G9 + QHTM-QF0Q-01YD4 + F36K-H7KJ-E6Z3G + 4QU3-2UAB-99KR9 + FRKW-QET0-GTF7W + TFUW-3PCW-GEFDF + BHUN-MZ1C-8RKAD + TGWG-9W46-JAUQ2—All decorative items

## GameCube

### Spider-Man 2

BZAY-F9QT-PGPV6 + QT2W-P8F3-QAZE2—[M] Must be on
1J06-P261-BDX3Y + N0R8-Q52J-HR5NC—Infinite health
MC57-CTBD-Y96KB + 7UHM-MTBP-TR5J6 + ETR4-ZUQU-5FGUF—Infinite Hero Meter
4VBN-7ZY1-C3ABW + RPKD-YWFZ-7G2VC—Score once for max. Hero Points
ET7E-D1NY-X5049 + FW9A-AB40-NW46Y + 262A-JUU2-BUHYZ—Press **Z** for super jump
T6MA-4QV6-ECHF1 + XV83-WJ2J-H7D25—Infinite time in timed missions

### Mega Man Anniversary Collection

*Mega Man II* codes:
0XC1-CDZY-Y05PH + 0F99-91CM-HHB7G—[M] Must be on
Q4DE-65KD-VMHMZ + D1UY-5B3B-3BNJ4 + 00EB-13ZY-GRFTC—Infinite health
63QY-5MHY-W1N9P + PXMM-4J5A-F1HMT—Invincible
P8DG-AAQA-G7291 + X3JG-8UBY-WAY3D—Infinite lives
F325-WDBB-WCMZT + DBDB-1MFV-NMJ33—Infinite Energy Tanks
BPXC-9U36-WGKD7 + ZDKF-5JXB-K99M2 + FECH-JNY4-X05VW—Press X to empty boss health
4F6N-W7FB-5GGYE + VR33-3A3B-55Z56 + 6EQK-AMUW-BXYB9—Super jump
9DE8-RWFW-X3GN7 + H4J5-1UYK-U4XTG + YU0X-YQ6A-YJFCD—Hold D-pad **Up** to float
KUJ7-4KMQ-XMTRH + Z5AM-32R0-PXX94—Start at Dr. Wily with all weapons
TQPC-UEFW-C2VU4 + UU1Q-68HJ-4V7JH + DFDF-K3XD-3P0HB + 45FY-29VA-RQ5C0 + WAVE-BVX2-6Z4QQ—Infinite ammo for all weapons

**Codes for use with GameShark 2 Video Game Enhancers (Version 3 or 4 only)**

## PlayStation 2

### McFarlane's Evil Prophecy

9494B1A6-BDB6BFCE—[M] Must be on
14801E2C-3CB4D118—Infinite health: Logan Blackheart
14C01C6C-1EB4D358—Infinite health: Delphine De Soras
1480396C-3CB4C158—Infinite health: Sundano
14C0BB2C-1E34D158—Infinite health: Dr. Hans Jaeger
14B01E2D-3CB4D128—Max. health: Logan Blackheart
14C01C6D-1EB4D368—Max. health: Delphine De Soras
1480396D-3CB4C168—Max. health: Sundano
14C0BB2D-1E34D168—Max. health: Dr. Hans Jaeger

### Ribbit King

94D132F6-93EE4CA2—[M] Must be on
D400BB77-BDBC4B42 + 2455137E-B8E0C6DE—Press **L2** for 99,999 score
D400BB77-BC8C0842 + 24D0136B-34F0C7DC—Press **L1** to reset score
D400BB77-BDBC0B4A + 2415317E-B8E0C6DE—Press **L2** for opponent 99,999 score
D400BB77-BDBC0B4A + 2490316B-34F0C7DC—Press **R1** to reset opponent's score
24435AB6-FEA5DC0E—Infinite Cs

### Showdown: Legends of Wrestling

948098EB-9F2EC60C—[M] Must be on
24C01228-9C34575C—Player 1: infinite health
D4D21228-5434575C + 2450122B-1434575C—Player 1: one-hit KO
24C0102B-9C34577C—Player 2: infinite health
D4D2102B-5434577C + 2450102B-1434577C—Player 2: one-hit KO
24C01228-9C34575C—Player 3: infinite health
D4D2132B-543457CC + 2450132B-143457CC—Player 3: one-hit KO
24C0112B-9C3457EC—Player 4: infinite health
D4D2112B-543457EC + 24501128-143457EC—Player 4: one-hit KO

### Spider-Man 2

949135B2-FF629A7C—[M] Must be on
25B01E2A-34B455DC—Infinite health
25D617BB-60B4558C + 25D615BB-60B455BC—Infinite Hero Meter
25C25B54-4EA6917C—Max. Hero Points
25C25B54-4EA691CC—Max. total Hero Points gained

## Game Boy Advance

### Mario & Luigi Superstar Saga

975586-DAA43C + E561CB-3F36AB + CCD961-CF1074—[M] Must be on
A0633D-4E93BD + A32DA9-6A302A—Have 9,999 coins
A0633D-4E93BD + 5DDB46-69DB43—Have all Bros. actions
A0633D-4E938D + B0B334-5BFBCF—Access all map locations
E4E100-BF34FC + 113B53-642B06—Gain 1,000 Exp. per battle
A0633D-4E93BD + 88D908-5FD952 + 99395B-3FD4A0—Mario: infinite HP
A0633D-4E93BD + B99216-77C957—Mario: max. HP

### Spider-Man 2

955162-CCEDA7 + B6D492-C35AD6 + 2FCF83-C55A1E—[M] Must be on
B4D6B6-474B1F—Infinite health
1222D1-859B46—Infinite lives
04D6C7-E7400E—Infinite web
2BB955-64C20F—Invincible
B1F3B0-A799BC—Have 50,000 XP
27C73B-D058F8 + 8E9E42-66D04F—Have all moves
6707FF-69C0EF + BB9BB0-A7D01E—Unlock all Secrets
192B39-303EF1 + 5626D3-2990CB—Press **SELECT** + **Up** to skip 2-D stages
592B11-2C3B57 + BECCB6-E74216 + 592B11-2C3B57 + BACBD4-E7400E—Press **SELECT** + **Down** to skip 3-D stages

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# DO YOU KNOW THE SECRET OF THE MYSTERY CODES?

*TIPS & TRICKS* may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....

## #16 BATTLESTAR GALACTICA

***The Code:*** Choose "Options" from the main menu, then select "Extras" and press **Right, Left, Up, Up, Down, Up, Left, Right** at the Extras menu.

***What We Know:*** Like the other *Battlestar Galactica* codes in our *PlayStation 2 Tips* section, this code is confirmed by the voice of a Cylon saying, "By your command." There are many other working codes for this game, and they all activate features which are much more easily triggered by entering the master code on page 76. But this one has no effect that we can see. *Can you solve the mystery?*

## #17 DEER HUNTER

***The Code:*** Choose "Credits" from the main menu, then enter any of the following codes while the credits are rolling. Note: A "+" symbol between two buttons indicates that those buttons must be pressed simultaneously.

**Left, □ + ✕, □ + ✕, Down, Down**
**Left, □ + ✕, □ + ✕, Right, Right**
**Left, □ + ✕, □ + ✕, Up, Right**
**Left, □ + ✕, □ + ✕, Right, Up**

***What We Know:*** Like the rest of the *Deer Hunter* cheats in our *PlayStation 2 Tips* section, all four of these codes will give you a confirmation message when you enter them correctly. Unfortunately, they all trigger the same message ("Foul mouth!"), and even with that hint, we're not 100% certain that we know exactly what they do. *Can you solve the mystery?*

## #18 BALLERBURG: CASTLE CHAOS

***The Code:*** Choose "Manage Player" from the Options menu (or start a new game with no save on your memory card to make the Player Management screen appear automatically). Now create a new player with either one of the following names:

Daniel Balster
all inventionz

***What We Know:*** These two codes appeared in a list of *Ballerburg* cheats which was given to us by an anonymous source (the rest of the codes can be found on page 90). They don't have any obvious effect...but we have to admit that this is a complex game and we haven't had the time to play it all the way through. We expected the latter code to unlock all of the Superbrain inventions, but it doesn't do so. *Can you solve the mystery?*

## MYSTERY CODE #9 SOLVED!

Congratulations to Brandon Negri of Lafayette, New Jersey; he was the first person to figure out that Mystery Code #9 (from our June issue) causes the "worst score" to be displayed in the demo mode of *Ristar* for the Sega Genesis (and in *Sonic Mega Collection* for the GameCube) instead of the high score. Thanks to all the other readers who sent in the correct answer.

## CRACK THE CODE AND WIN A PRIZE

Think you've got what it takes to beat the *TIPS & TRICKS* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *TIPS & TRICKS* cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

*TIPS & TRICKS Mystery Codes*
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

*Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.*

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